MARVEL®

THE OFFICIAL MARVEL® NEWSMAGAZINE!

© 1988 MARVEL ENT. GROUP, INC.

TM

68 NOV

ONLY 50¢

MARVEL AGE®

coming from EPIC comics:

HAVOK™ and WOLVERINE™!

THE LAST AMERICAN!
THE LIGHT AND DARKNESS WAR!
ALSO IN THIS ISSUE: A LOOK AT ELVIRA™ movie adaptation!

Stan Lee presents

MARVEL AGE

SALICRUP'S SECTION

Tom DeFalco
Editor in Chief

Jim Salicrup
Supreme Marvel Zombie

Dwight Jon Zimmerman
Managing Editor

Sholly Fisch
Coming Attractions

Dawn Geiger
Designer

Fred Hembeck
Sage of Marvel Age

Craig Anderson | **Sid Jacobson**
Steve Buccellato | **Terry Kavanagh**
Bob Budiansky | **Ralph Macchio**
Bobbie Chase | **Howard Mackie**
Daniel Chichester | **Dwayne McDuffie**
Margaret Clark | **Marc McLaurin**
Don Daley | **Al Milgrom**
James DiGiovanna | **A.A. Perry**
Daryl Edelman | **Carl Potts**
Sue Flaxman | **Pat Redding**
Archie Goodwin | **Mike Rockwitz**
Mark Gruenwald | **Marc Siry**
Larry Hama | **Sara Tuchinsky**
Bob Harras | **David Wohl**
Glenn Herdling | **Gregory Wright**
Consulting Editors

John Romita
Art Director

Don Perlin
Managing Art Director

Andre Coates
Gavin Curtis
Vince Mielcarek
The Raiders

Virginia Romita
Traffic/Production Manager

Len Kaminski
Assistant Traffic/Production Manager

Adam Blaustein
Manufacturing Coordinator

Brenda Mings
Typesetter

Jack Abel
Proofreader

Paul Becton | **Gregory Wright**
Colorists

Jon J Muth and **Kent Williams**
Cover Art

Joe Albelo | **Michael Heisler**
Paul Becton | **Brad K. Joyce**
Harry Candelario | **Cindy Kruhm**
Rob Carosella | **Ken Lopez**
Hector Collazo | **Ed Magalong**
Vince Evans | **Eddie Marcaro**
Doreen Frederick | **Rob Naylor**
Production

Barbara Arnstein | **Marie Javins**
Christine Aurilia | **John Lewandowski**
Mark Chiarello | **George Roussos**
Kelly Corvese | **Stu Schwartzberg**
Dwight Coye | **Mark Silverman**
Tom Fardy | **Rodney S. Timmons**
Jesus Gonzalez
Friendly Assistance

Steve Sheffler
Rights and Permissions Editor

Carol Kalish
Vice-President/Direct Sales

Dale Kanzler
Assistant Direct Sales Manager/
Administrative

Lou Bank
Assistant Direct Sales Manager/
Customer Service

Steve Saffel
Promotion Manager

Fabian Nicieza
Advertising Manager

Irving Forbush
Claw Sharpener

Marvel Agenda

Coming Attractions	1
Newswatch	8
Mutant Report	9
Marvel Trivia Quiz	13
Stan's Soapbox	14
Hembeck	16
LAST AMERICAN	18
LIGHT AND DARKNESS WAR	
Limited Series	20
SEMPER FI	23
ELVIRA	25
The Marvel Age 1977 (Part IV)	27
Letters	30

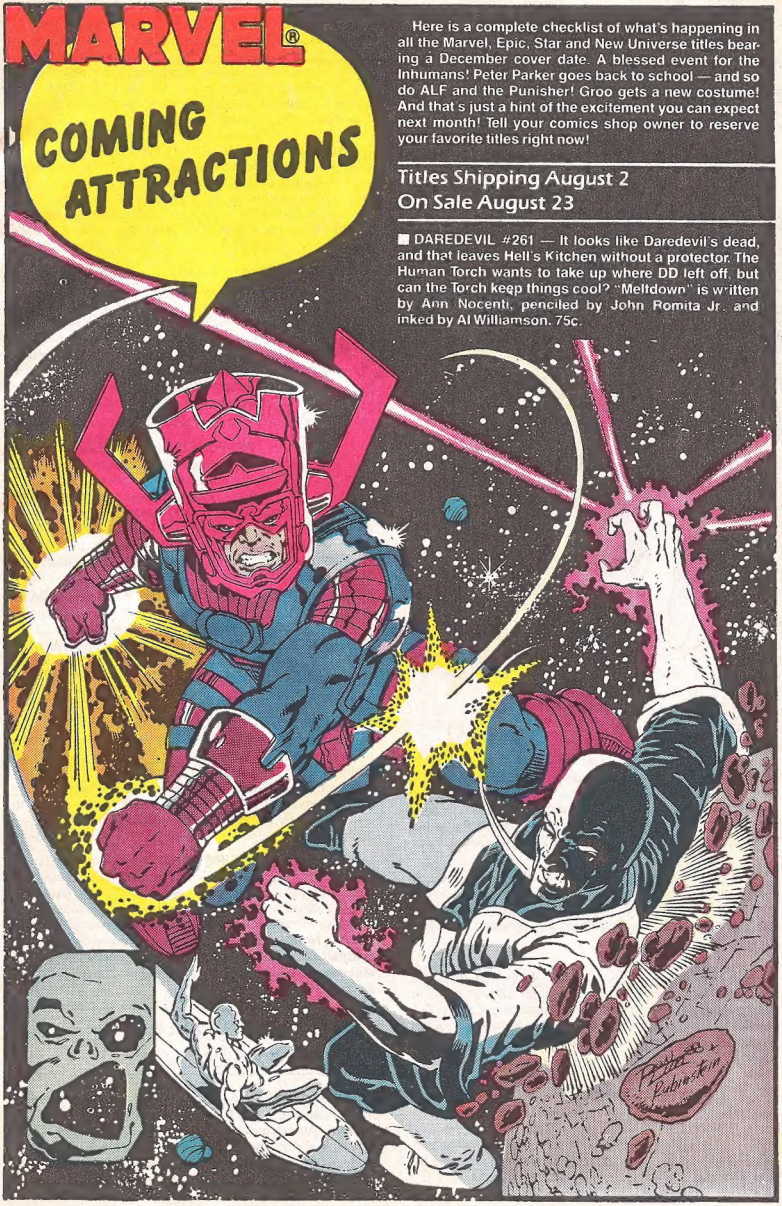
MARVEL AGE® Vol. 1, No. 68, November, 1988. (ISSN #8750-4367) Published by MARVEL COMICS, A NEW WORLD COMPANY, James E. Galton, President. Stan Lee, Publisher. Michael Hobson, Group Vice-President. Milton Schiffman, Vice-President, Production. OFFICE OF PUBLICATION: 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. Published monthly. Copyright © 1988 by Marvel Entertainment Group, Inc. All rights reserved. Price 50¢ per copy in the U.S. and Canada. Subscription rate $6.00 for 12 issues. Canada and Foreign, $8.00. Printed in the U.S.A. This periodical may not be sold except by authorized dealers and is sold subject to the conditions that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. MARVEL AGE (including all MARVEL titles and prominent MARVEL characters featured in the issue), and the distinctive likenesses thereof, are trademarks of the MARVEL ENTERTAINMENT GROUP, INC. **POSTMASTER: SEND ADDRESS CHANGES TO MARVEL AGE, 387 PARK AVENUE SOUTH, 9TH FLOOR, NEW YORK, N.Y. 10016. Second-Class postage paid at New York, N.Y. and at additional mailing offices.** ELVIRA TM and © by ELVIRA MERCHANDISING, INC.

STOP THE PRESSES! Here's the news everyone's been waiting for! What news? Why, the dates the animated **X-MEN TV show** will air, of course! But before we get to that, let's explain to the folks that may have got here late what we're talking about! Back in MARVEL AGE MAGAZINE #63, we featured an exclusive behind-the-scenes report on Marvel Productions' animated **X-Men** pilot by our man in Hollywood, Mr. Trivia himself, **Brian Nelson.** If you missed that issue, stop whatever you're doing and go directly to your favorite comic book shop and buy one right now! Not only will you enjoy the issue, but you'll thank me later when that issue becomes a much-sought after collectors' item. The response to that issue of MARVEL AGE MAGAZINE was so incredible, so phenomenal, that so many die-hard Mutant-maniacs demanded to see the animated pilot, that we had no choice but to show the pilot at this summer's major comic book conventions. We ran a listing of all the cons showing the show in this column in issue #66. Although that appeased the thousands of fans able to attend the comic book conventions, it only made the rest of you more frustrated than ever! Well, relief is on the way! The pilot is now scheduled to air as part of Marvel's brand-new, nationally syndicated, weekly animated show called MARVEL ACTION UNIVERSE!

Now, some of you might be wondering what the heck is MARVEL ACTION UNIVERSE. Here's the scoop. On October 1st, a new 90-minute animated series will premiere called (take a guess . . .) MARVEL ACTION UNIVERSE! It'll feature classic episodes from SPIDER-MAN AND HIS AMAZING FRIENDS (the show in which **the X-Men** made their animated debut) and new episodes of DINO-RIDERS and ROBOCOP! On October 22, 1988, the X-Men pilot will make its official world premiere as part of MARVEL ACTION UNIVERSE! There's talk of a special encore episode on the Friday of Thanksgiving weekend, but plans are still tentative concerning that. The pilot will be rebroadcast January 21, April 22, and July 22 of next year if all goes as planned!

Now here's what you've got to do. Write or call your favorite local TV station and ask them if they'll be including MARVEL ACTION UNIVERSE on their schedule. If they are, you're all set! If they're not, write them a letter demanding that they do! Tell your friends to write letters as well! Get all your relatives to write too! If you can convince strangers and enemies to join the crusade, then more power to you! But it's up to you! If you want to see the X-Men pilot, the time to act is now! Don't say we didn't warn you!

—Jim Salicrup



Here is a complete checklist of what's happening in all the Marvel, Epic, Star and New Universe titles bearing a December cover date. A blessed event for the Inhumans! Peter Parker goes back to school — and so do ALF and the Punisher! Groo gets a new costume! And that's just a hint of the excitement you can expect next month! Tell your comics shop owner to reserve your favorite titles right now!

Titles Shipping August 2
On Sale August 23

■ DAREDEVIL #261 — It looks like Daredevil's dead, and that leaves Hell's Kitchen without a protector. The Human Torch wants to take up where DD left off, but can the Torch keep things cool? "Meltdown" is written by Ann Nocenti, penciled by John Romita Jr. and inked by Al Williamson. 75c.

☐ **EXCALIBUR** #3 — **Excalibur's** endured an awful lot during its brief career. But even if they make it through a battle with the unstoppable **Juggernaut**, can they survive the unbelievable horror of . . . "Moving Day"? Written by **Chris Claremont**, penciled by **Alan Davis**, and inked by **Paul Neary**. 32 pages. $1.50.

☐ **TALES OF G.I. JOE** #12 — Re-presenting from G.I. JOE #12: When **Snake Eyes** was captured by the Eskimo tracker, **Quinn**, the last thing he expected was a fiery death. But that's exactly what might be in store when it's "Three Strikes for Snake Eyes!" Written by **Larry Hama**, penciled by **Mike Vosburg**, and inked by **Jon D'Agostino**. 32 pages. $1.50.

☐ **WEB OF SPIDER-MAN** #45 — When **Peter Parker** boarded a plane in Las Vegas, he never expected it to become the property of **the Vulture!** After forcing the plane to crash-land, **the Vulture's** picking off the survivors one at a time! Can **Peter** stop him without revealing his secret identity . . . and without any web fluid? "Death from Above" is written by **Adam Blaustein**, penciled by **Alex Saviuk**, and inked by **Keith Williams**. $1.00.

☐ **PSI-FORCE** #26 — Reporter **Andrew Chaser** has written a book that'll rip the lid off the Government's plan to use paranormals! But considering that **Psi-Force** may be dead and **Andrew's** been getting threats against his family, can he bring himself to publish it? "Hard Copy" is scripted by **Fabian Nicieza**, penciled by **Graham Nolan**, and inked by **Mike Witherby**. Direct sales only. $1.25.

☐ **THE LAST AMERICAN** #1 — It's been twenty years since World War III left America in ruins. Now, **Captain Ulysses S. Pilgrim** is finally leaving the safety of his bunker. His mission: Rebuild his country — and avenge it! Written by **John Wagner** and **Alan Grant**, and painted by **Mike McMahon**. An Epic Comic. 32 pages. Hudson paper. Direct Sales only. $1.95.

☐ **SOMEPLACE STRANGE** Graphic Novel — So you think it might be fun to leave the real world behind and enter a world of fantasy? Well, so did a group of kids who found themselves in an enchanted Never-Never Land . . . until they wound up having to battle fearsome creatures from their nightmares in order to survive! Written by **Ann Nocenti** and painted by **John Bolton**. An Epic Comic. 64 pages. $6.95.

☐ **STRIKEFORCE: MORITURI** #24 — As if mankind's war against the alien **Horde** wasn't bad enough, now their **Morituri** force must face the appearance of two new alien races! And to make matters worse, one of those aliens promises to make the **Morituri** more dangerous to mankind than the **Horde**! "Good-by Blue Sky" is written by **James D. Hudnall**, penciled by **John Calimee**, and inked by **Val Mayerik**. 32 pages. Mando Offset paper. Direct Sales only. $1.25.

☐ **SEMPER FI** #1 — In the tradition of THE 'NAM comes a series that shows what life in the U.S. Marine Corps can really be like. See the history of the Corps through the eyes of the men who lived it! Scripted by **Michael P. Palladino** and illustrated by **John Severin** and **Sam Glanzman**. 75¢.

☐ **THE WEST COAST AVENGERS** #39 — **Mantis** embarks on a quest to regain her memory! And the consequences could wreck the ranks of the **West Coast Avengers**! Written by **Steve Englehart** and penciled by **Al Milgrom**. 75¢.

☐ **WOLFPACK** Limited Series #5 — A ring of drug dealers has been terrorizing kids to further their ruthless plans to take over the neighborhood. Can **Wolfpack** put a stop to it and "Save the Children"? Written by **Ron Wilson** and **John Figueroa**, penciled by **Ron Wilson**, and inked by **Kyle Baker**. 75¢.

☐ **G.I. JOE SPECIAL MISSIONS** #16 — It begins as a reconnaissance mission to get aerial photos of Cobra Island. But when it turns into an all-out battle in the sky, there's no telling whether or not the **Joes** will make it home alive! "Tight Circles" is written by **Larry Hama**, penciled by **Herb Trimpe**, and inked by **Andy Mushynsky**. $1.00.

Titles Shipping August 9
On Sale August 30

☐ **CAPTAIN AMERICA** #348 — **Flag Smasher's** got a problem, and he wants **Captain America's** help. But when **Captain America** turns out not to be the one **Flag Smasher** knows, the stage is set for a battle royal! Written by **Mark Gruenwald**, penciled by **Kieron Dwyer**, and inked by **Al Milgrom**. 75¢.

☐ **SOLO AVENGERS** #13 — It's two, two, two tales of avenging action for the price of one!

There's a mad chase in store for **Hawkeye** when he takes on the high-speed menace called **Bullet Biker**! It's going to be tough for **Hawkeye** to beat **Bullet Biker** . . . assuming he can even catch him! Written by **Tom DeFalco**, penciled by **Ron Lim**, and inked by **Jose Marzan**.

Also: Some alien filmmakers have come to town and **Wonder Man** is the star of their latest epic. The only problem is — they haven't bothered to tell him first! Can even **Wonder Man** stand up to the threat of the incredible giant mutant bunny? Written by **Gregory Wright** and **Dwayne McDuffie** and illustrated by **Jackson Guice**. 75¢.

☐ **ALF** #10 — It's back to school for **ALF** when the **Alien Life Form** realizes he's only a few credits short for his Melmacian college degree! Will alien academia ever be the same once "ALF Goes to College"? Written by **Michael Gallagher**, penciled by **Dave Manak**, and inked by **Marie Severin**. A Star Comic. $1.00.

☐ **THE AMAZING SPIDER-MAN** #310 — Is it burglary? Is it blackmail? Or is it both? **Spidey's** late-night investigation of an Empire State University lab uncovers a high-stakes plot that pits him against both **Killer Shrike** and the **Tinkerer**! Written by **David Michelinie** and illustrated by **Todd McFarlane**. Biweekly. $1.00.

☐ **GROO THE WANDERER** #46 — **Spider-Man** did it. **Iron Man** did it. **Thor** did it. But you won't believe your eyes when **Groo** gets himself a brand new costume! Written and illustrated by **Sergio Aragones** and reconstituted by **Mark Evanier**. An Epic Comic. 32 pages. $1.00.

☐ **HEATHCLIFF** #29 — It's election year, and it looks like everyone's getting into the act! Things take a turn for the hilarious when **Heathcliff** runs for mayor of Westfinster! "Go Fight City Hall" is written and penciled by **Angelo DeCesare** and inked by **Jacqueline Roettcher**. A Star Comic. $1.00.

☐ **THE NEW MUTANTS** #70 — When the **New Mutants** have their final showdown with the alien **Spyder**, mutant rock star **Lila Cheney** is going to have to make a fateful choice. But her decision could spell tragedy for the **New Mutants**. Written by **Louise Simonson**. $1.00.

☐ **ALPHA FLIGHT** #65 — **Box** has been having some bad dreams lately — dreams about the brother and friend he killed! But are they *really* dreams at all? "Do Robots Dream?" is written by **Bill Mantlo** and drawn by **Hugh Haynes**. 32 pages. Direct sales only. $1.25

☐ **D.P. 7** #26 — It's now the size of a mountain! It's ravenously rampaging through South America! It's the horrifying **Famileech**! The **C.I.A.** is sending a contingent of **D.P. 7**, reinforced with the new paranormal, **Chrome**, to somehov stop it! But how can anyone destroy a creature whose need to consume has made it virtually all-powerful! "Flesh" is written by **Mark Gruenwald**, penciled by **Paul Ryan**, inked by **Danny Bulanadi**. 32 pages. Mando Offset paper. Direct Sales only. $1.25.

☐ **MARVEL COMICS PRESENTS** #8 — Four big stories in a single comic book!

As **Shang Chi's** epic serial draws to a close, **the Master of Kung Fu** finds himself facing the deadliest threat of his life — and possibly the last! Written by **Doug Moench**, penciled by **Tom Grindberg** and inked by **Dave Cockrum**.

As tough as **Wolverine** may be with his teammates around him, he's alone now . . . and the gloves are off! Scripted by **Chris Claremont** and drawn by **John Buscema**.

The setting ranges from Washington, D.C. to the heart of a Florida swamp as the U.S. Government furthers its plans to create an army of **Man-Things**! Can the original **Man-Thing** stop them? Written by **Steve Gerber** and illustrated by **Tom Sutton**.

You already know that Alcoholics Anonymous helped **Iron Man** stop drinking. But there's a lot more to AA than just that. How can AA help **Iron Man** in a battle with the electrifying **Zzax**? You'll find out in "One Day at a Time . . . " Written by **Shelly Fisch** and penciled by **Javier Saltares**. 32 pages. $1.25.

☐ **ST. GEORGE** #3 — They say you can't go home again. But that idea takes on new meaning for **Michael Devlin** when he finds his home town overrun with **Shadow Dwellers**! "Light Against the Darkness" is written by **D.G. Chichester** and **Margaret Clark** and illustrated by **Klaus Janson**. An Epic Comic. 32 pages. Direct Sales only. $1.25.

☐ **STAR COMICS MAGAZINE** #13 — Come relive more of your favorite classic (not to mention hilarious) Star Comics tales, starring **ALF**, **Heathcliff**, **Muppet Babies**, **Top Dog**, and **Flintstone Kids**. A 64-page digest. $1.50.

☐ **WOLVERINE** #2 — **Jessica Drew's** been possessed by the spirit of the **Black Blade**! And even if **Wolverine** can defeat the slashing **Silver Samurai**, the only way for him to save **Jessica** is to become possessed himself! Written by **Chris Claremont**, penciled by **John Buscema**, and inked by **Klaus Janson**. 32 pages. Baxter paper. $1.50.

☐ **THE 'NAM MAGAZINE** #5 — Re-presenting from THE 'NAM #s 9 and 10: Death strikes the company when they least expect it! And if Vietnamese guerrillas have anything to say about it, there's more death where that came from! "Pride Goeth" and "Guerrilla Action" are written by **Doug Murray** and illustrated by **Michael Golden** and **John Beatty**. A 48-page, black and white Marvel Magazine. $2.00

☐ **THE SAVAGE SWORD OF CONAN** #154 — **Conan's** on the trail of the evil **Khalli**. But when the chase leads **Conan** into the path of some old "friends," the savage Cimmerian has to face "The Return of the Iron Damsels!" Written by **Chuck Dixon** and illustrated by **Gary Kwapisz**. A 64-page, black and white Marvel Magazine. For Mature Readers. $2.00.

☐ **AKIRA** #4 — What would you do if you suddenly developed psychic powers? **Tetsuo** uses his in an unexpected way as he takes over a vicious motorcycle gang! Written and illustrated by **Otomu Katsuhiro**. A 64-page Epic Comics graphic album. For mature readers. $3.50.

☐ **THE PUNISHER** Trade Paperback — Re-presenting the Limited Series that won the **Punisher** his own monthly book! **The Trust** wants to enlist the **Punisher** in their own war against crime. But can the **Punisher** trust **the Trust**? Written by **Steven Grant** and **Jo Duffy**, penciled by **Mike Zeck** and **Mike Vosburg**, inked by **John Beatty**, with a new painted cover by **Mike Zeck** and **Phil Zimmelman**. 144 pages. $7.35.

A **Limited Series** is a title which will only run for a specific number of issues.

A **Graphic Novel** is an 8½" × 11" paperback edition.

A **Digest** is a 4¾" × 6⅝" paperback edition.

A **Trade Paperback** is a 7" × 10" paperback edition.

A **Graphic Album** is a high-quality, stiff-cover comic book edition.

A **Direct Sales** title is available only at selected outlets.

Shipping Date refers to when the comics leave the printer.

Titles Shipping August 18
On Sale September 6

☐ **THE AVENGERS #298** — The **Avengers** are gone! And the threat of Inferno is on the horizon! Without Earth's mightiest heroes to defend it, could this be the beginning of the end? Written by **Walt Simonson**, penciled by **John Buscema**, and inked by **Tom Palmer**. $1.00.

☐ **CONAN THE BARBARIAN #213** — It looks like there's no way for **Conan** to make it through the land of the **Ghamud** assassins alive, so the barbarian makes a deal. They'll give him safe passage . . . provided that he can slay their all-powerful god of death! "The Gate" is written by **James C. Owsley**, penciled by **Val Semeiks**, and inked by **Alfredo Alcala**. $1.00.

☐ **COUNT DUCKULA #1** — You've seen him in action with **Dangermouse** and starring in his own animated series on cable TV. But you won't believe your eyes when you witness the never-before-revealed origin of everyone's favorite vampiric duck! Written by **Michael Gallagher** and drawn by **Warren Kremer**. A Star Comic. $1.00.

☐ **FLINTSTONE KIDS #9** — You already know what **Fred Flintstone's** like as an adult. But little **Freddie** has no idea what'll happen when he grows up — and just wait till you see how he imagines it! "When I Grow Up" is written by **Tony Franco**, penciled by **Warren Kremer**, and inked by **Jacqueline Roettcher**. A Star Comic. $1.00.

☐ **G.I. JOE #81** — New Jersey in flames! No, it's not a chemical or oil explosion — it's an all-out **Dreadnok** rampage! How can the **Joes** hope to stop those savage maniacs, when **Cobra** is invading the city of Broca Beach, New Jersey! Written by **Larry Hama**, penciled by **Marshall Rogers**, and inked by **Fred Fredericks**. $1.00.

☐ **MARVEL AGE MAGAZINE** #69 — Previews of: the INHUMANS Graphic Novel by **Ann Nocenti** and **Brett Blevins**, STRAY TOASTERS by **Bill Sienkiewicz**, COUNT DUCKULA, and an exclusive interview with X-MEN artist **Mark Silvestri**! Plus: **Stan's** Soapbox, **Hembeck**, the Marvel Trivia Quiz, and much, much more. How do we do it? Direct Sales only. 50¢.

☐ **MARVEL TALES** #219 — Re-presenting from AMAZING SPIDER-MAN #201 — the drug dealer **Lorenzo Jacobi** is being released from prison. But the **Punisher** is determined to see that he stays there — or else! And could the **Punisher** have unlocked the secret of **Spider-Man's** dual identity? Written by **Marv Wolfman**, penciled by **Keith Pollard**, and inked by **Jim Mooney**, with a new cover by **Mike Zeck**. Plus: an all-new PETER PORKER tale. 75¢.

☐ **DOCTOR ZERO** #4 — The **Shadow Dweller Anubis** is in Russia. And if **Doctor Zero** can't stop him, he's going to spread death and disease clear across the U.S.S.R.! "A Million Deaths Is a Statistic" is written by **D.G. Chichester** and **Margaret Clark**, penciled by **Denys Cowan**, and inked by **Bill Sienkiewicz**. An Epic Comic. 32 pages. Mando Offset paper. Direct Sales only. $1.25.

☐ **THE SUB-MARINER** Limited Series #2 — Get a glimpse into the **Sub-Mariner's** childhood! Meet his friends and relatives — one of whom will grow up to be one of **Namor's** greatest foes! Written by **Roy Thomas**, penciled by **Rich Buckler**, and inked by **Bob McLeod**. 32 pages. Direct sales only. $1.25.

☐ **THE INCREDIBLE HULK** #350 — The new **Hulk** battles the new **Thing**! And waiting in the wings: **Doctor Doom** and the **Beast**! Written by **Peter David** and illustrated by **Jeff Purves**. 75¢.

☐ **THE LIGHT AND DARKNESS WAR** Limited Series #1 — The forces of Darkness threaten to take control of the world. And the only person who can stop them is a crippled Vietnam veteran! Written by **Tom Veitch** and illustrated by **Cam Kennedy**. An Epic Comic. Mando Offset paper. 32 pages. Direct Sales only. $1.95.

☐ **NICK FURY VS. S.H.I.E.L.D.** #6 — All of your questions are answered in the wild wrap-up to this much-talked-about Limited Series! Who will live? Who will die? And what will be the final fate of **S.H.I.E.L.D.**? Written by **Bob Harras**, illustrated by **Paul Neary**, and cover painted by **Tom Palmer**. A 48-page Graphic Album. $3.50.

☐ **MARVEL FANFARE** #41 — What is the reality of being? The search for that answer may sound like a metaphysical conundrum to you, but to **Doctor Strange**, it's a matter of life and death when he's trapped in . . . the City of Dreams! Written by **Walt Simonson** and illustrated by **Dave Gibbons**. 32 pages. Hudson paper. Direct Sales only. $1.95.

☐ **JUSTICE** #26 — **Quill** has found a foolproof way to force **Justice** to work for him! But will **Quill** be able to put his plan into action before **Justice** can catch — and kill — him? Written by **Peter David**, penciled by **Lee Weeks**, and inked by **Mike Gustovich**. 32 pages. Mando Offset paper. Direct Sales only. $1.25.

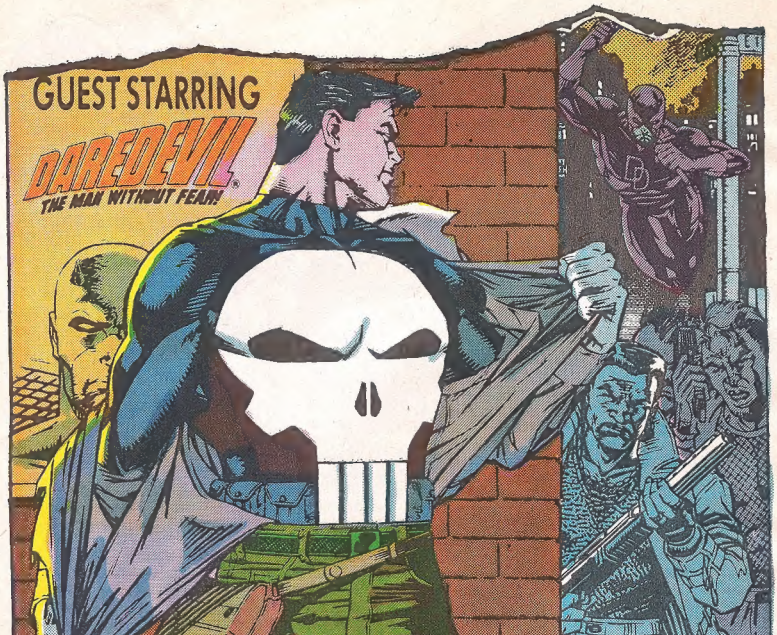
☐ **POWER PACK** #42 — As the Inferno storyline gets under way, the **Bogeyman** returns from Limbo . . . as a *real* **Bogeyman**! When he takes revenge on **Power Pack** in front of the kids' parents, it could blow their secret identities forever! Written and laid out by **Jon Bogdanove** with finished art by **Stan Drake**. Direct sales only. $1.00.

☐ **THE PUNISHER** #14 — The **Punisher** — a substitute teacher?! That's what the **Punisher** becomes when a teenage gang starts running drugs and guns in school for the **Kingpin**! Before the smoke clears, the **Punisher's** going to teach the **Kingpin** quite a tesson in "Social Studies!" Written by **Mike Baron**, penciled by **Whilce Portacio**, and inked by **Scott Williams**. $1.00.

☐ **THE SILVER SURFER** #18 — **Galactus** is one of the most powerful beings in the Marvel Universe. So is the **In-Betweener**! And when these two finally meet — the consequences could annihilate a galaxy! Written by **Steve Englehart**, penciled by **Ron Lim** and inked by **Joe Rubinstein**. $1.00.

☐ **THE X-MEN** #239 — There are revelations galore in store for the **X-Men**! **Madelyne** finds out where her infant son is! **Storm** discovers that **Marvel Girl** is alive! But will the **X-Men** benefit from these revelations, or is ignorance truly bliss? Scripted by **Chris Claremont**, penciled by **Mark Silvestri**, and inked by **Dan Green**. $1.00.

☐ **X-TERMINATORS** Limited Series #3 — The kids may have rescued **Artie** and **Leech** in the nick of time, but they're not out of the woods yet! If they can't defeat **N'Astirh**, the result could be . . . Inferno! Written by **Louise Simonson** and illustrated by **Jon Bogdanove**. $1.00.



Titles Shipping August 23
On Sale September 13

[ ] **THOR** #398 — **Seth** and his legions are storming the gates of Asgard! And deep inside **Seth's Black Pyramid**, **Thor** discovers the secret of **Seth's** success *and* the astonishing source of his power! Miss this story and you'll miss one of the most titanic revelations of the year! We're *not* kidding! "Prisoners of the Black Pyramid" is written by **Tom DeFalco**, penciled by **Ron Frenz**, and inked by **Brett Breeding**. 75¢.

[ ] **TRANSFORMERS** #47 — The **Decepticons** turn their secret base into a tropical paradise where the sinister order of the day for unsuspecting human vacationers is sun, surf, sand . . . and the savage **Seacons!** "Club Con" is written by **Bob Budiansky**, penciled by **Jose Delbo**, and inked by **Dave Hunt**. $1.00.

[ ] **ALIEN LEGION** #7 — **Force Nomad** and **Torie Montroc's** father know all about the corruption that's brewing in the Galarchy government. In fact, they know a little *too* much! The **Legionnaires** may be able to take on hordes of **Harkillons** in a head-on battle, but can they escape a hidden assassin? "The Bite" is written by **Chuck Dixon**, penciled by **Larry Stroman**, and inked by **Mark Farmer**. An Epic Comic. 32 pages. Direct Sales only. $1.25.

[ ] **THE PUNISHER WAR JOURNAL** #2 — The **Punisher's** got an awful lot of problems. Not only does he have to keep a kid from going down the same path he did, and not only does he have to go after a man he sympathizes with, but he's also been poisoned! Guest-starring **Daredevil**. "Tie a Yellow Ribbon" is written and laid out by **Carl Potts** with finished art by **Jim Lee**. 32 pages. $1.50.

[ ] **THE INHUMANS** Graphic Novel — **Medusa's** going to have a baby! But instead of joy, the impending birth threatens the **Inhumans** with civil war and Earth with environmental annihilation! Written by **Ann Nocenti**, penciled by **Bret Blevins**, and inked by **Al Williamson**. 72 pages. $7.95.

[ ] **CONAN SAGA** #19 — Re-presenting from SAVAGE SWORD OF CONAN #28: **Conan** ventures into Zamboula and discovers that its desert harbors a form of death that can destroy the soul! "The Blood of the Gods" is written by **Roy Thomas**, penciled by **John Buscema**, and inked by **Alfredo Alcala**. A Marvel black and white Magazine. $2.00.

[ ] **SPEEDBALL** #4 — There's a dead body hidden in the cornerstone of the school building! What's the connection between it and **Speedball's** parents? That's what **Speedball** would like to find out! Written by **Steve Ditko** and **Roger Stern**, penciled by **Steve Ditko**, and inked by **Jackson Guice**. 75¢.

☐ **CLASSIC X-MEN** #28 — Re-presenting from X-MEN #122: The **X-Men** face death in Scotland, the streets of New York, and even their own Danger Room! And what is the secret of the mysterious **Jason Wyngarde**! "Cry for the Children" is written by **Chris Claremont**, penciled by **John Byrne**, and inked by **Terry Austin**. Plus: An all-new tale written by **Chris Claremont** and illustrated by **John Bolton**. 32 pages. $1.25.

☐ **MARVEL COMICS PRESENTS** #9 — The penultimate chapters in the WOLVERINE and MAN-THING series, and complete in this issue, two stories — **Cloak** and **El Aguila**!

Wolverine might finally get some answers as we near the thrilling climax to this scintillating serial! But will he live long enough to put them to use? Written by **Chris Claremont**, penciled by **John Buscema**, and inked by **Klaus Janson**.

The **Man-Thing** approaches his final battle for the super-soldier serum! Can he destroy it . . . or will the country be filled with hundreds of **Man-Things**? Written by **Steve Gerber** and drawn by **Tom Sutton**.

When a child is trapped in a well, **Cloak** heads to the rescue. But the last thing he expects to find at the bottom is a fearsome monster! Written by **Marc McLaurin** and drawn by **Tony Salmons**.

El Aguila planned a nice, peaceful visit to his home town. But things take a turn for the deadly when he gets there to find the ruthless Conquistador! Written by **Scott Lobdell** and illustrated by **Larry Alexander**. 32 pages. $1.25.

☐ **G.I. JOE COMICS MAGAZINE** #13 — Re-presenting from G.I. JOE #s 35, 36, and 37: The **Joes** go up against the **Dreadnoks** and those terrible twins, **Tomax** and **Xamot**, as they battle **Cobra** on the land and sea and in the air! And just wait till you meet **Bongo the Balloon Bear**! "Dreadnoks on the Loose," "All the Ships at Sea," and "Twin Brothers" are written by **Larry Hama**, penciled by **Rod Whigham**, **Bob Camp**, **Larry Hama**, and **Frank Springer**, and inked by **Andy Mushynsky** and **Mike Esposito**. A 64-page digest. $1.50.

☐ **FANTASTIC FOUR** #321 — The wily **Wizard's** back — with his all-new **Frightful Four**! And they may be even more dangerous than the originals! Written by **Steve Englehart**, penciled by **Keith Pollard**, and inked by **Joe Sinnott**. 75¢.

Titles Shipping August 30
On Sale September 30

☐ **THE INCAL** Graphic Novel #2 — **John DiFool** may possess the awesome power of the **Incal**, but that doesn't mean much when he's caught in a war for control of the galaxy! Written by **Jodorowsky** and illustrated by **Moebius**. For Mature Readers. 120 pages. $12.95.

☐ **IRON MAN** #237 — Someone — or some*thing* — has killed the scientists in NASA's space lab. **Iron Man's** search of the orbiting lab forces him to confront not only the murderer, but also the horrifying consequences of genetic manipulation gone out of control! Co-plotted and scripted by **David Michelinie**, penciled by **Jackson Guice**, and co-plotted and inked by **Bob Layton**. 75¢.

☐ **SPECTACULAR SPIDER-MAN** #145 — Who hired **Boomerang** to kill the winner of an international yacht race? **Spider-Man** wants to know, and he's not leaving San Diego until he does! Written by **Gerry Conway** and drawn by **Sal Buscema**. $1.00.

☐ **X-FACTOR** #35 — As Inferno looms, **Cyclops** and **Marvel Girl** run a race against time to rescue **Cyclops's** infant son! But what's the mysterious connection between the child and **Marvel Girl**? Written by **Louise Simonson**, penciled by **Walt Simonson**, and inked by **Bob McLeod**. $1.00.

☐ **CLOAK AND DAGGER** #2 — **Cloak** is on his own, battling a full-fledged alien invasion! Why isn't **Dagger** beside him? She's too busy trying to cope with being blind! "Straying from the Path" is written by **Terry Austin**, penciled by **Dan Lawliss**, and inked by **P. Craig Russell**. Direct Sales only. $1.25.

☐ **THE 'NAM** #25 — **Andy Clark** and **Jim Rubino** are in the Khe Sanh to get help for **Rubino's** wounded leg. But Khe Sanh is the target for one of the first strikes in the Tet Offensive! Can they rescue an ancient city from the North Vietnamese onslaught? "City of Death" is written by **Doug Murray**, penciled by **Wayne Vansant**, and inked by **Geoff Isherwood**. Mando Offset paper. Direct Sales only. $1.25.

☐ **DRAGON'S CLAWS** #4 — The **Dragon's Claws** team embarks on a search and destroy mission to neutralize the bizarre terrorist organization, **La Folie**. But the crucial question is not if **Dragon's Claws** can catch the terrorists; it's will the manhunt turn them into marauders as savage as their enemy? "Wild in the Country" is written by **Simon Furman**. 32 pages. Mando Offset paper. Direct Sales only. Produced in England. $1.25.

☐ **G.I. JOE EUROPEAN MISSION** #4 — The action may be on the high seas, but the stakes are *sky*-high when **Cobra** Rattlers take on the **G.I. Joe** W.H.A.L.E. in "The Devil and the Deep Blue Sea" written by **Steve White** and **Richard Alan**.

Footloose is assigned his first solo mission — one which the **Cobras** have sworn will be his last! "Killer Instinct" is written by **Dan Abnett** and drawn by **Bryan Hitch**.

Plus: another startling tale of **G.I. Joe** versus the **Transformers** in "Ancient Relics." 32 pages. Mando Offset paper. Direct Sales only. $1.25.

SUPER-VILLAIN CHECKLIST

The Bogeyman — POWER PACK #42
Boomerang — THE SPECTACULAR SPIDER-MAN #145
Bullet Biker — SOLO AVENGERS #13
Byrrah — SUB-MARINER #2
Conquistador — MARVEL COMICS PRESENTS #9
Dr. Doom — THE INCREDIBLE HULK #350
Flag Smasher — CAPTAIN AMERICA #348
The Frightful Four — FANTASTIC FOUR #321
Galactus — SILVER SURFER #18
Hydra — NICK FURY VS. S.H.I.E.L.D. #6
The In-Betweener — SILVER SURFER #18
The Juggernaut — EXCALIBUR #3
Killer Shrike — THE AMAZING SPIDER-MAN #310
The Kingpin — THE PUNISHER #14
N'Astirh — THE X-TERMINATORS #3
Seth — THOR #398
The Silver Samurai — WOLVERINE #2
Spyder — THE NEW MUTANTS #70
The Terrible Tinkerer — THE AMAZING SPIDER-MAN #310
The Vulture — WEB OF SPIDER-MAN #45
The Wizard — FANTASTIC FOUR #321
Zzzax — MARVEL COMICS PRESENTS #8

NEWSWATCH

INSIGHTFUL ITEMS TO INFORM AND INSURE INTEREST

ITEM: By now, you've probably seen THE PUNISHER Trade Paperback which collects the **Punisher's** action-packed Limited Series into a single, handy volume. But be sure to keep your eyes peeled over the coming months, because there are more trade paperbacks on the way!

A wide variety of stories will be coming to paperback, ranging from super hero action to fantasy-filled tales set in the distant past to visions of the future. Here are some of the books you can expect to see by the end of the year:

There'll be blazing guns aplenty this October when the G.I. JOE Trade Paperback hits the stands. The paperback will re-present classic tales from G.I. JOE #50 and G.I. JOE SPECIAL MISSIONS #s 1-4. They're the work of the original G.I. JOE creative team of scripter **Larry Hama** and artist **Herb Trimpe**! If you're a Real American Hero, you won't want to miss it. Go, Joe!

November will bring a very different sort of tale to paperback with the publication of the MACHINE MAN Trade Paperback. The book re-presents the robotic crimefighter's four-issue Limited Series, written by THOR scripter **Tom DeFalco** and illustrated by artists **Herb Trimpe** and **Barry Windsor-Smith**. Set in the not-too-distant future, the trade paperback reveals what happens when a heroic robot from the twentieth century goes up against the corrupt **Iron Man** of the twenty-first!The spotlight then shifts from the near future to the distant past with the BLACK DRAGON Trade Paperback. There's swordplay and sorcery aplenty in store in this high-quality reprint of the fantasy-filled Epic Comics limited series by **X-Men** scripter **Chris Claremont** and SOMEPLACE STRANGE and CLASSIC X-MEN illustrator **John Bolton**!

And to top it all off, on sale now is the epic saga of **Spider-Man's** living black costume, gathered for posterity in the SPIDER-MAN Trade Paperback! You'll thrill once again to the titanic struggle between your friendly neighborhood wall-crawler and the creature that he once wore on his body, as depicted by writer **Tom DeFalco** and **Ron Frenz**!

Who says it's no fun being a bookworm? **ITEM:** You say your walls are bare? You say you're looking for some top-notch artwork to cover those unsightly cracks in the plaster? Well, don't worry—help is on the way!

Some of Marvel's top artists are already hard at work on a new series of Marvel Press posters. Before you know it, you'll be able to choose among: the **She-Hulk** as rendered by SAVAGE SWORD OF CONAN and SAVAGE TALES cover artist **Joe Jusko**; **Excalibur**, penciled by **Alan Davis**, inked by **Paul Neary**, and colored by **Bernie Jay**; **Wolverine** and the **Hulk** from the cover of THE INCREDIBLE HULK #340 penciled by **Todd McFarlane**, inked by **Bob Wiacek**, and colored by **Janet Jackson**; the cover to NICK FURY VS. S.H.I.E.L.D. #1 painted by **Jim Steranko**!

And if you've still got any wall space left after hanging all of those in places of honor, you'll be glad to see: **Wolverine** and **Captain America**, penciled by **Mike Zeck** and painted by **Phil Zimmelman**; **Rogue** by SPIDER-MAN artist **Cynthia Martin**; X-FACTOR by **Walt Simonson**; and POWER-PACK, penciled by original POWER PACK penciler **June Brigman** and inked by **P. Craig Russell**.

What's that you say? You're still not satisfied? Well, how about: **Wolverine** by

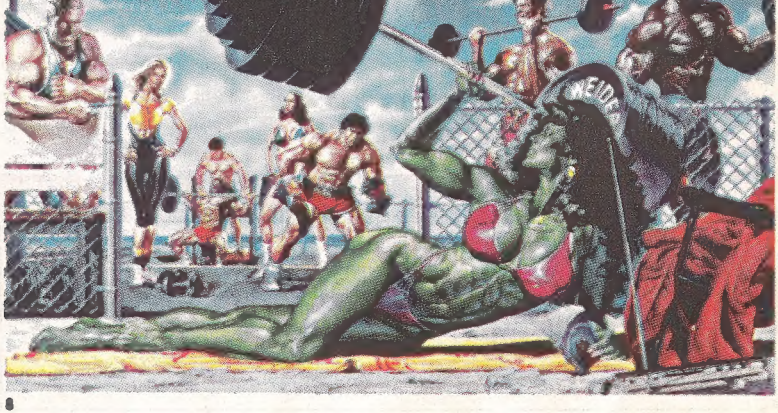
THE TOP TEN

It's time again for our list of the ten best-selling titles in the Direct Sales market. It's for the month of **April** and wait'll you see the results — the first three annuals featuring our cross-annual Evolutionary War saga all made it! The list comes to us courtesy of our Vice-President/Direct Sales **Carol Kalish**. Now, let's see how everything stacked up!

1 — **THE UNCANNY X-MEN #232**
2 — **X-FACTOR #31**
3 — **X-FACTOR ANNUAL #3**
4 — **THE PUNISHER ANNUAL #1**
5 — **THE AMAZING SPIDER-MAN #303**
6 — **THE NEW MUTANTS #66**
7 — **THE PUNISHER #10**
8 — **SILVER SURFER ANNUAL #1**
9 — **THE SPECTACULAR SPIDER-MAN #141**
10 — **IRON MAN #233**

BLOOD illustrator **Kent Williams**; a new **Punisher** poster by **Mike Zeck** and **Phil Zimmerman**; the cover of ELEKTRA: ASSASSIN #1 by **Mike Zeck** and **Bill Sienkiewicz**; and a wild and wooly battle scene featuring **Groo** by **Sergio Aragones**? And we haven't even mentioned the upcoming **Wolverine** poster by **Art Adams** and **Terry Austin** or **Captain America** as rendered by **Jim Steranko**!

Better start clearing your walls and putting all those original Picassos in storage now! After all, you've got to have priorities in this life...



X-TRA THE MUTANT REPORT X-TRA

VOLUME 5 "THE NEXT STEP IN NEWS EVOLUTION" NUMBER 9

HAVOK & WOLVERINE™ MELTDOWN™

This fall Epic Comics unveils a new four-issue Limited Series featuring two members of the uncanny X-Men in an adventure that takes them around the globe: HAVOK AND WOLVERINE in MELTDOWN. This four-issue monthly series, presented in the square-bound Graphic Album format used for THE PITT and NICK FURY versus S.H.I.E.L.D. among others, is being written by Walter and Louise Simonson and painted by Jon Muth and Kent Williams. The Simonsons, of course, are well known for their work together on X-FACTOR, for Walter's long run as writer and artist on THOR, and his current work writing THE AVENGERS, and for Louise's work writing THE NEW MUTANTS, THE X-TERMINATORS Limited Series, and POWER PACK. Jon and Kent have done extraordinary work for Marvel in recent years, Kent on the recent Epic Limited Series, BLOOD, and Jon on Epic's MOONSHADOW and the DRACULA Graphic Novel.

Walter says that the MELTDOWN story is intended as a mixture of super hero adventure with elements of spy stories. "We'd like to get a kind of thriller quality to it," he asserts.

"There's a prologue which takes place at Chernobyl in the Soviet Union at the time of the nuclear disaster there, a partial meltdown," Walter reveals. The first issue indicates that there was more going on behind the scenes of the Chernobyl meltdown than was revealed to the public. "We move from there to Mexico, where Havok and Wolverine are hanging out. Essentially Havok is getting drunk because his girlfriend has turned rotten"—Polaris, who is now under the control of a villain named Malice—"and Wolverine is along for the ride to keep him out of trouble. It doesn't work."

"The first issue is going to be a kind of headlong flight through a series of mysteries," Walter says, "and we'll explicate these mysteries in the subsequent issues. The first issue poses a lot of questions and doesn't answer many of them. By the end of the second issue you'll know the answers to a lot of this stuff."

So we can't yet reveal much about the plot for MELTDOWN without giving away some of the surprises. But we can tell you this much. The

disaster at Chernobyl was brought about intentionally by certain individuals. "It was a test to see what would happen," Louise says, "and since what happened wasn't nearly as spectacular as what they wanted to happen, they're going to try again on a much larger scale." Eventually the series will take us to an asylum for the criminally insane in the Soviet Union, will introduce us to two new villains, named Megaton and Dr. Neutron, and will reveal a plot against the political and economic stability of the world. Havok will be kidnaped and subjected to brainwashing and other means to attempt to force him to aid the villains in their scheme. The series will move from Mexico to the Soviet Union and to the Middle East.

Finally, the series will end with what Walter terms "a fight so good I'm, sorry I'm not drawing it myself." Louise says, "The fight is phenomenal. It's the main villain and Wolverine fighting it out in the middle of a runaway nuclear reactor, and the only thing that's keeping Wolverine alive is his healing factor because his flesh is melting off his bones!" And in the midst of all this yet another nuclear meltdown is about to occur that would make the Chernobyl disaster look puny in comparison.

This new series has no relationship to the HAVOK AND POLARIS Limited Series that the Simonsons once planned to do together. "When Havok went back into THE X-MEN, that sort of took care of the HAVOK AND POLARIS series we'd planned," Walter says. "Some of the ideas for that will in fact be turning up in THE AVENGERS," which he now writes. As for MELTDOWN, "The impetus to do the series came mostly from Kent and Jon because they wanted to draw Havok and Wolverine," Walter says. "They were their two favorite characters. The genesis of the whole thing came when we were visiting Kent and his wife, and Jon was there. I was looking at some of Kent's stuff with Jon, and among other things Kent had a little sketch of Wolverine wearing an armored suit, like an exoskeleton. The drawing itself was probably no more than three and a half inches tall. I thought it was a great little drawing. We got talking about that, about Havok and Wolverine, and that was really the beginning of it."

In fact, in the series, Jon does all the artwork on Havok and Kent does all of the art on Wolverine. "The story divides," Jon explains, so that Havok and Wolverine each gets involved in a different series of events. Jon does the sequences involving Havok, while Kent does those dealing with Wolverine. The two artists also split the two villains between

them, with Kent doing Megaton and Jon doing Dr. Neutron. But what happens when the two heroes are in the same panels? "The set-up in the beginning, where neither Havok nor Wolverine are in it, and the places where Havok and Wolverine are together are done by both of us," Jon states. "There might be the odd panel where only he'll do it, or the odd panel where only I'll do it. But where we're both working on the story at the same time, we'll probably be working on everything." Kent says that exactly what each of them does on the sequences in which they collaborate "varies all through the book. Sometimes I'll pencil it and he'll finish off the panel, or vice versa. There's a scene Jon's working on now where Havok and Wolverine are in a car in Mexico, and Jon's pretty much taking care of the whole scene. I'm just going in here and there and injecting the Wolverine character, mainly in the key panels, where Wolverine will show up in a closeup or in a more prominent way."

But how then can there be a consistent style to a book painted by two different artists? "I think since we're both working in a fully painted medium rather than line work, it won't be too difficult to blend the two styles," says Jon. "I do think it'll probably point up the differences in our two styles, but I think they'll blend together well." Kent believes the series has a "good meshing" of their two styles and that "people who really get involved with the art will have fun seeing the differences in the work" and guessing which artist did what.

"It is one big experiment," Kent declares. "We don't always know how each panel is going to end up. Just that fact alone keeps things exciting. Jon will do things that I'd never expect, and I'll do things that I'm sure he'd never expect. It keeps the book fresh and open."

Jon thinks that he himself will end up handling Quark, the lead female character in the series, since she is principally involved in the Havok storyline. Asked to describe her, Jon says, "She's a fox. I think she'll be a great character. She's trying to get Havok on the bad guys' side."

Walter says that MELTDOWN is "a chance to work with a couple of really good artists. And we're trying to do a story really tailored to the kind of stuff they like doing." "It was a story created with these people in mind," adds Louise. For example, she says, "They asked specifically for a car chase, so we put in a car chase." "And," Walter continues, "they had particular kinds of cars they wanted to use." The Simonsons created Dr. Neutron as a villain who

"seemed very quirky and the sort of thing that would appeal to them. And I think they're both having a wonderful time designing Megaton." Also, all four collaborators wanted this series to take place in a variety of exotic locales. "They wanted to do it," Walter says, "and so did we."

"The plots we're giving them are pretty light in terms of incidents," Walter states. "There's a plot drive in a particular direction: it starts here, it goes through these thirteen points, and ends up here. A lot of the incidents that fill in between these plot points and actually make the plot points work are things Kent and Jon came up with." Louise believes that MELTDOWN will provide Kent and Jon with exposure to a more general comics audience than their work on BLOOD and MOONSHADOW gave them. "I think a whole lot of people will see this who aren't familiar with their work. There's no question about that."

Wolverine, of course, is an immensely popular character, but, why, out of all the other X-Men, was Havok selected as his co-star? Jon Muth says, "I think he's a great and very unused character. I think he's got a fantastic predicament," which is his ongoing struggle to control the tremendous energies within him. "I think he's kind of a loner. He doesn't quite know how to deal with what his power can do yet. He doesn't really want to have too much to do with the super hero business, but he's caught in a choice. I hope to bring him to stardom."

The Simonsons intend to give the story humorous elements, but not in the usual way. Louise says, "We hope to have humor like in JAWS where you'll think it's funny, and something light and happy will happen, and you'll say, 'Oh, isn't that cute.' And then we stab you in the gut with the most horrible thing." Walter adds that with this series, "Once you get a good chuckle, you know you're in trouble," because something nasty is about to happen.

"If you figure that a hero is defined by the villain he stands against," Louise states, "these guys"—Megaton and Dr. Neutron—"are really extremely powerful villains, and the fact that Wolverine and Havok can manage together to stand against them is amazing in itself." Whereupon Walter asks, "Are you sure they're going to be able to beat these guys?" Louise responds, "Maybe we'll change the ending."

"We'll let you know when you get to issue four," Walter says, laughing.

—Peter Sanderson

MARVEL TRIVIA QUIZ

You thought we were exhausted, didn't you? You thought surely we couldn't come up with any more **Wolverine** trivia questions, after all the time and attention we've lavished on him so far this season! But with the coming of the HAVOK AND WOLVERINE book, the gauntlet was hurled, and we wouldn't be Marvel madmen if we didn't respond! Herewith are still more brain-teasers covering the life and times of **Logan**—with a generous sprinkling of questions about **Alex Summers**, his Epic Comics co-star! By the end of '88, if we haven't asked a fact about Wolverine, it's because it hasn't yet been revealed! Till then, we throw the gauntlet now to you—and remind you that when memory fails, there's always page 32 . . .

—Brian Nelson

1. Which of their fellow **X-Men** saved both **Havok** and Wolverine from a bludgeoning by the Soviet super hero known as **Vanguard**?
   A) **Dazzler**
   B) **Colossus**
   C) **Rogue**
   D) **Lockheed**

2. Who recently discovered a dead starshark on Earth, an ominous bell-wether that the **Breed** have come to our planet?
   A) Havok and Wolverine
   B) Havok and **Polaris**
   C) Wolverine and **Kitty Pryde**
   D) Wolverine and **Fred Hembeck**

3. Speaking of Fred Hembeck, last year he and Wolverine teamed up in the pages of the MARVEL AGE ANNUAL, busy with:
   A) performing a musical duet
   B) selling ginzu knives
   C) cruising Tokyo night life
   D) dueling the ninja cult known as the **Hand**

4. Which **Marauder** used Havok's powers to lay low the X-Men?
   A) **Malice**
   B) **Scramble**
   C) **Arclight**
   D) **The Masked Marauder**

5. Why did **Mephisto** spit Wolverine's soul back at him, having captured the souls of his fellow X-Men?
   A) he claimed Wolverine had the soul of an animal
   B) he wanted only victims who were pure and without blemish on their souls
   C) he feared Wolverine's savagery would be too much for even him
   D) he just wanted the women's souls

6. Which of Wolverine's nemeses immortalized the line, "Tag, Sucker!":
   A) **Viper**
   B) **Yukio**
   C) **Sabretooth**
   D) **Katie Power**

7. **Bushwacker** was a mutant-killer who set which two heroes against each other?
   A) Havok and Wolverine
   B) Havok and **Magneto**
   C) **Daredevil** and Wolverine
   D) the **Aquarian** and **Gabriel, Devil Hunter**

8. Havok's mother was killed by:
   A) **The Living Monolith**
   B) **Shi'ar Emperor D'ken**
   C) **Sebastian Shaw**
   D) disappointment at yet another rerun of "Moonlighting"

9 MARVEL TEAM-UP brought **Spider-Man** and Wolverine together against the menace of:
   A) **Professor Power**
   B) **Mister Fear**
   C) **Doctor Demonicus**
   D) **Captain Nice**

10. Which member of **Alpha Flight** was recruited to Department H by Logan?
   A) **Sasquatch**
   B) **Aurora**
   C) **Shaman**
   D) **Weapon X**

11 Who teamed with Havok and Spider-Man in their MARVEL TEAM-UP showdown against the Living Monolith?
   A) **Giant-Man**
   B) **Dr. Strange**
   C) **Thor**
   D) **It, the Living Colossus**

12. The Old Lion's Rock Tavern was the site of an immortal bout between Wolverine and:
   A) **Tigra**
   B) **Juggernaut**
   C) **Hercules**
   D) **Sam Malone**

13. The first to battle Havok or Polaris in their southwest retreat was:
   A) **Eric the Red**
   B) the **Hulk**
   C) Sabretooth
   D) ex-governor of Arizona **Evan Mecham**

14. Wolverine's billing when a hypnotized sideshow attraction in **Mesmero's** carnival was as:
   A) **The Living Knife**
   B) **Snarl**, the Inhuman Savage
   C) **Man-Beast** of the Yukon
   D) The Hairiest Guy You've Ever Seen

15. **Captain America** and **The Falcon** rescued Havok and Polaris when they were captives of:
   A) **Mister Sinister**
   B) **The Secret Empire**
   C) Magneto
   D) love

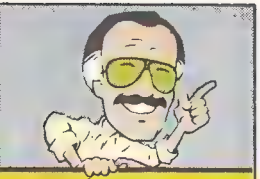
16. Whose skin is impervious to Wolverine's claws?
   A) **Sebastian Shaw**
   B) **Warhawk**
   C) **Sauron**
   D) any editor of the X-MEN

17. Which of the following is a difference between Havok and his brother, **Cyclops**?
   A) Havok is older
   B) Havok met **Jean Grey** when they were children
   C) Havok grew up amidst a family
   D) Havok substitutes butter for jelly in his peanut butter sandwiches

18. Havok's early competition for the favors of **Lorna Dane** was:
   A) **Bobby Drake**
   B) **Warren Worthington**
   C) **Cal Rankin**
   D) the guy who stocked hair coloring products at the Safeway

19. Which scientist developed adamantium, the unbreakable metal used in Wolverine's skeleton?
   A) **Tony Stark**
   B) **"Gaffer" Levine**
   C) **Myron MacLain**
   D) **Adam Ant**

20. Havok's unmistakable costume was created for him by:
   A) **Ahmet Abdol**
   B) **Charles Xavier**
   C) **Larry Trask**
   D) **Mr. Guy** of Beverly Hills



STAN'S SOAPBOX

Personal Note: While looking through some old papers of mine, I stumbled on a merry little monograph I had written a few years ago. After re-reading it a few times it occurred to me that I don't remember ever publishing it. I think it's something I wrote and then forgot about. Well, I can't bear the thought of Marveldom Assembled being deprived of any of my meandering little belles lettres, so I took the liberty of rewriting it and updating the whole megillah—and now, here it is!

Of course, not having the best memory in the world, there's always the chance that I *did* publish it sometime in the past and forgot about it. So, if you read this before, I apologize. Even if you never read it before, I apologize anyway. Why take chances?

Hi, Heroes! It's soul-baring time for me once again!

Yep, you guessed it. I've got a confession to make. But I'll only tell it to you on one condition—you've got to keep it a secret! I mean, just imagine if **Jenette Kahn** found out! (And if I have to tell you who she is, don't hold your breath waiting for a No-Prize from the D.C. bullpen!)

As for you, Jenette, if you're reading this, proceed no further. You must turn the page right now or incur the Wrath of **DeFalco!** This is for the Eyes of Marveldom only! You're on your honor. I trust you. Anyway, noblesse oblige—I won't tell **Dick Giordano** what you've been reading!

(Forgive me, JK. Blame it on the California weather, but I had this sudden nutty urge to shake things up a bit. And if Terrible-Tempered Tom or Dynamite Dick reads this, for **Odin's** sake, gang, I'm just kiddin'!)

Now, back to the incredibly important announcement I was about to make . . .

My deep, dark secret is—oh, I can hardly say it! But I must. We've come too far for me to back out now. The die is cast. And you know how tough it is to uncast a die! So here goes . . .

I used to be embarrassed by comic books!

I know you're shocked, but don't go away. It gets worse!

Years ago, I even tried to hide the fact that I was a comic book writer!

However, as you've doubtless guessed, there's more to this than meets the eye. Let me tell you the whole story. But, for **Galactus's** sake, don't get all uptight about it. Everything will turn out okay in the end. Honest!

(I can just see our estimable editor, **Slim-Jim Salicrup,** chewing the end of his pencil in fear and confusion as he wonders what in the name of the **West Coast Avengers** I'm leading up to! Don't worry, Jimbo. Before we come to the end I'll probably think of something!)

Anyway, the whole sad saga begins many, many moons ago.

You see, my wondrous wife, **Joanie,** and I liked to go to parties. (We still like to, of course, and don't interrupt while I'm talking!) We had many friends who were involved with entertainment, friends who were writers, actors, singers, directors, etc. Well, at these parties, someone would always be sure to come up to me and ask the one question I dreaded the most, the one question that would make me want to run for the hills—

"Hey, Stan, what kind of work do you do?"

Now you must remember, this was quite a few years ago, before comic books became fashionable.

I tried to be evasive. Taking a deep breath, I kept my initial answer as vague as possible.

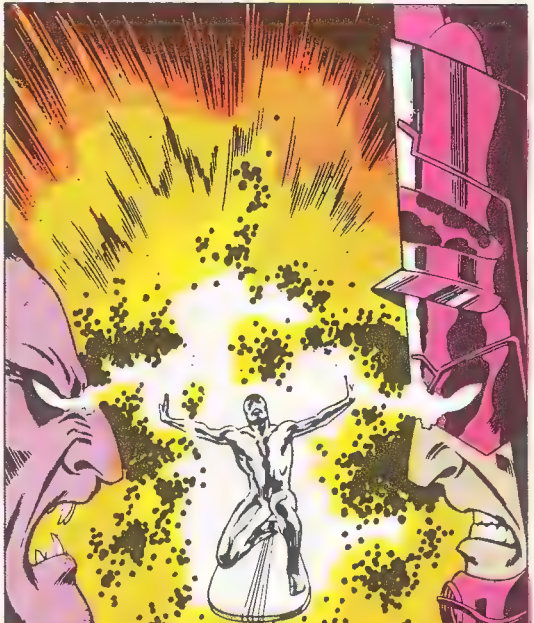
"I'm a writer."

Then I'd turn and start to walk away, hoping to escape my inquisitor by any means possible. But I never quite made it before the next terrifying remark would be hurled my way.

"A writer, huh? Hey, that's cool."

I'd tremble, knowing what was coming next.

"So what do you write?"



John Buscema's original cover for the SILVER SURFER Graphic Novel plotted and illustrated by John and scripted by Stan Lee.

At this point, though I knew I was about to topple over in defeat, I was still determined to fall valiantly.

"Stories. That's what. I, eh, write stories."

But it was no use. It was never any use. We had passed the point of no return!

"What KIND of stories?"

There it was! The most horrifying query of all. But still I kept fighting.

"Stories for, eh, y'know, magazines."

Of course, I knew it was hopeless. I was doomed. There could be no escape. It had happened too often in the past. It was like watching myself being drawn closer and closer towards a bottomless pit during a nightmare. It was always the same. Just like clockwork, the next question would be asked, innocently, seemingly without guile or artifice...

"Which magazines?"

That was it. The coup de grace. I could stall no longer. There was nothing to do but be gallant in defeat. I finally had to make a clean breast of it. The C-werd had to be uttered!

"Comic books!"

After that, the scenario was ever the same. The person who had been speaking with me so pleasantly, lavishing such great interest and attention upon me, would suddenly give an embarrassed little cough, look around the room with mounting desperation in his eyes, catch somebody's attention —anybody's—and walk away from me with all deliberate speed.

I mean, way back then who'd want to waste time talking to someone who wrote comic books?

Ah, but that was then—

—And this is now!

Just like most of the selfsame comic book stories I used to write in those long-gone days of yore, my seemingly sorrowful saga has a happy ending.

Today, things are different!

Today, comic books are regarded with far, far more interest, far, far more enthusiasm, and indeed, far, far more respect. Today, comic books are unquestionably "in"! Big budget motion pictures and tv series are based on comic book characters. Deluxe editions of comic books are now sold in the most reputable, prestigious book stores. Colleges and universities throughout the nation feature the art of the comic book in most of their Popular Culture courses. Some of the finest writers and illustrators from all over the world have joined our own superb creative staff; writers from the legitimate theater, writers of novels and screenplays—as well as illustrators who are the toast of France, Italy and other nations all over the globe.

Indeed, there is as much talent producing comic books today as there is in any other artistic field you can think of.

And y'know something? I somehow think that a good deal of the credit for this media renaissance belongs to good ol' Marvel Comics! You see, Marvel has been instrumental in helping the United States to crawl out of its Dark Ages mentality and start catching up with the rest of the world! Yep, Marvel has truly created an entire new audience of older readers for our mellow little comic book masterworks!

Strangely enough, however, even though comic strips and comic books actually originated in the United States and are as much a native American art form as jazz, they had heretofore always been regarded with far more respect in Europe. Perhaps we ourselves were just too close to them to take them seriously enough. It remained for the youngsters among us to keep the faith, to carry the torch of enthusiasm and support for this uniquely indigenous form of truly superb entertainment.

Now, of course, we in the United States are just beginning to wake up to what we've had going for us all these years. We're just beginning to appreciate this amazing art form which Europe and most other parts of the world have envied and been influenced by for years. Culturally, in this respect, we're just starting to catch up to our neighbors across the sea!

And here's where the happy ending comes in...

Today, I can't wait to go to a party and have some people ask me what I do. I can't wait to tell them, in a sudden rush of pride and enthusiasm, of my work in the comic book field. I can't wait to see the glint of admiration in their obviously envious eyes! And then, when I mention the name of the company with which I'm associated—when I tell them it's Marvel Comics—their eyes widen and their breath quickens as a look of sheer incredulity lightens up their adoring faces!

Okay, so perhaps I tend to exaggerate a bit, but hey, you know what I mean!

(See, Jim? I told you it would all turn out okay. I mean, how could it be otherwise when we're talking about munificent Marvel?)

Another thing—today, when people ask me which of Marvel's many achievements I'm proudest of, there's one particular answer that always comes to mind. I guess I'm proudest of the fact that anyone writing, drawing or editing comic books at this time is inevitably considered to be one of the most glamorous, most sought-after guests at any party, and is certain to be the center of attraction when the other guests learn that he or she is—wonder of wonders!—a comic book creator!

Hey, that means a lot to me. After all, Joanie and I love parties!

Don't forget to invite us when we're in the neighborhood!

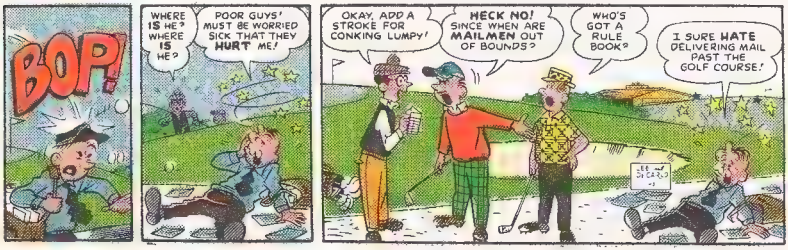
And now, until the **Silver Surfer** finds his parking lot ticket so he can retrieve his flying board, this is your blushin' Bullpen buddy reminding you that we can all be super heroes; they come in every size, shape and color—and you don't need super strength to lend a helping hand to your fellow man!

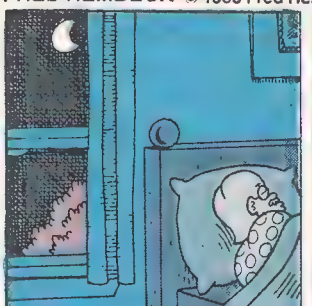
Excelsior!

Stan

WILLIE LUMPKIN

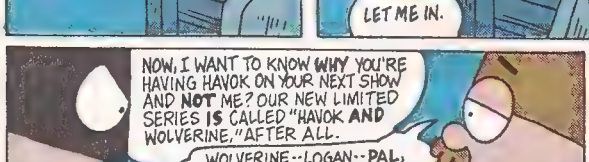
© 1988 by Stan Lee and Dan DeCarlo


BOP!
WHERE IS HE? WHERE IS HE?
POOR GUYS! MUST BE WORRIED SICK THAT THEY HURT ME!
OKAY, ADD A STROKE FOR CONKING LUMPY!
HECK NO! SINCE WHEN ARE MAILMEN OUT OF BOUNDS?
WHO'S GOT A RULE BOOK?
I SURE HATE DELIVERING MAIL PAST THE GOLF COURSE!



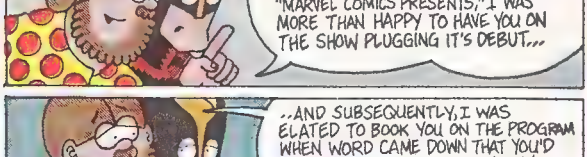
WHAT THE--?! WOLVERINE?AT THIS HOUR ??..
TAP TAP TAP TAP
LET ME IN.

GO AWA
I TOLD
AT THE
CAN'T


NOW, I WANT TO KNOW WHY YOU'RE HAVING HAVOK ON YOUR NEXT SHOW AND NOT ME? OUR NEW LIMITED SERIES IS CALLED "HAVOK AND WOLVERINE," AFTER ALL.
WOLVERINE--LOGAN--PAL, I WAS JUST LOOKING OUT FOR YOUR BEST INTERESTS.

huh?
LISTEN, YOU'VE BEEN ON "THE FRED HEMBECK SHOW" MANY, MANY TIMES DURING YOUR LONG TENURE WITH THE X-MEN, RIGHT?
WELL, YEAH-- SO WHAT?

SO, WHEN IT WAS RECENTLY ANNOUNCED THAT YOU'D BE STARRING IN A LONG-RUNNING SERIAL IN THE NEW BIWEEKLY "MARVEL COMICS PRESENTS," I WAS MORE THAN HAPPY TO HAVE YOU ON THE SHOW PLUGGING IT'S DEBUT...


..AND SUBSEQUENTLY, I WAS ELATED TO BOOK YOU ON THE PROGRAM WHEN WORD CAME DOWN THAT YOU'D BE FEATURED IN YOUR VERY OWN MONTHLY COMIC BOOK!..

BUT THIS TIME, WELL, THIS TIME I THOUGHT IT BE BEST TO GIVE SOMEONE ELSE A CHANCE. NOT JUST BECAUSE POOR HAVOK'S NEVER HAD A CHANCE TO DO MY SHOW, BUT BECAUSE I WAS AFRAID YOU WERE BECOMING TO ME WHAT ZSA ZSA WAS TO MERV...

SO, TAKE MY ADVICE AS SOMEONE WHO KNOWS SHOW BUSINESS, I STRONGLY SUGGEST YOU STAY HOME TOMORROW AND WORK ON YOUR FLOWER GARDEN --HAVOK WILL GET IN ALL THE NECESSARY PLUGS, I'M SURE...

AY! IT'S LIKE
YOU EARLIER
STUDIO--YOU
BE ON MY SHOW
TOMORROW.
CRASH!
DON'T MIND ME. I'LL JUST LET MYSELF IN...
ELL, IF I CAN'T
PPEAL TO YOU ON
SHOW BIZ LEVEL,
OWABOUT I TRY
CARTOONING
EVEL, hmm?
UZ NOT ONLY
RE YOU THE GUY
HO STARS ON THE
HOW, BUT YOU ALSO
VE TO TRANSCRIBE
E VISUALS ONTO
APER FOR THE MANY
OLKS WHO AREN'T
QUIPPED WITH
ARIEL TELEVISION
N THEIR CABLE
YSTEM.
WELL, YEAH-- SO WHAT?
SO, CONSIDER WHAT HAVING HAVOK AS A GUEST MEANS-- PANEL AFTER PANEL OF HIM AND THOSE CONCENTRIC CIRCLES ON HIS CHEST-- THAT IS, AS LONG AS HE DOESN'T GET EXCITABLE AND START SHOOTING ELLIPSES ALL OVER THE PLACE.
YOU KNOW WHAT THAT MEANS, DON'T YOU? YOU'LL HAVE TO GET OUT YOUR COMPASS WITH THE RULING PEN, AND YOUR PLASTIC SHEET ELLIPSE GUIDE, AND YOU'VE GOT TO HOPE YOUR HAND IS STEADY WHEN YOU MAKE A CIRCLE, BECAUSE YOU KNOW HOW DIFFICULT IT IS TO WHITE OUT A MISTAKE AND THEN CORRECT IT PERFECTLY, NOT TO MENTION SMUDGING AN ELLIPSE WHEN THE INK RUNS UNDER THE PLASTIC, AND THEN HOWABOUT WHEN THE CIRCLES ARE JUST TOO DOGGONE SMALL, AND--
ENOUGH!!
..sigh...
BE AT THE STUDIO AT 8--
HOT'CHA!
--AND DO ME A FAVOR, WOULDJA? ASK HAVOK TO STAY HOME AND WATER YOUR GARDEN FOR YOU?..
GOT'CHA!
..WELL, IT MAY NOT BE "REGIS", BUT IT'S SOMETHING...

EPIC SPOTLIGHT

LAST AMERICAN™

No, it's not Great Britain's secret desire for the fate of the United States and its citizens. It is, however, a new series from Epic Comics created by three men who, ironically, live in England.

John Wagner, **Alan Grant**, and **Mike McMahon** originally proposed THE LAST AMERICAN to **Archie Goodwin**, Epic's editor in chief, five years ago in response to the sudden popularity of such action oriented, post-nuclear holocaust movies such as THE ROAD WARRIOR. Unfortunately, the project was shelved because artist Mike McMahon contracted Post-Viral Fatigue Syndrome, a viral infection which is like a chronic flu. "The only cure was to lie in bed and do nothing," he said.

"It was a shame when Mike became ill," said co-writer Alan Grant. "But since he had really thrown himself into this project, we decided to wait until he recuperated, which took a lot longer than we ever anticipated. After all, it was as much his story as it was ours. If he had never recovered, we probably wouldn't have continued with it."

Actually, all three creators agree that the five year hiatus has actually made the LAST AMERICAN storyline much stronger. "It started out as a typical science-fiction adventure," said John Wagner, the other half of the writing team, "something along the lines of a DAMNATION ALLEY romp through post-apocalyptic America. The more we read about nuclear winter, the more we felt there would be very few survivors of an atomic war. So now the story is a lot more grimmer and grittier, and hopefully a lot more realistic."

The original proposal for THE LAST AMERICAN dealt with a title character named **Ulysses S. Pilgrim**, a captain in the United States Army with a special presidential mandate. He had been placed in suspended animation in a fallout bunker somewhere near the Catskill region of upstate New York. Alan Grant assures us that this premise is still valid in the new series, "but now when he emerges from the bunker he will not face giant, mutated insects. Instead, all he will find are corpses. It is a grim, horrifying reading. We won't be preaching to our readers, but we will try to teach them that nuclear war is not a pretty thing."

Artist Mike McMahon added, "We don't want a lot of bleeding heart stuff. It's just that Pilgrim reacts like most of us would — he goes crazy, and remains so throughout the series." Mike assures us that there will still be a **Judge Dredd**/**Mad Max** type of tongue-in-cheek atmosphere with lots of wisecracks, but those are just psychological defense mechanisms set up by the main character. "We've done nuclear holocaust stuff before, but it was never taken seriously. This book still pokes fun, but never loses its serious edge. Looking back, I don't think the original concept was particularly all that interesting. Now I'm really looking forward to seeing it in print."

John Wagner has buried himself in research material to discover the actual effects of a nuclear war. **Dan Chichester**, editor of THE LAST AMERICAN, remarked that the entire creative team is going all out by referencing everything they possibly can about atomic devastation and the locales within the United States where the storylines occur. "I appreciate the enthusiasm, but there's only so much reference I can get on Poughkeepsie, NY. I mean, how cooperative would your town hall be if they received a call from a comic book company asking for various pictures and information

TM and © 1988 by John Wagner, Alan Grant, and Mike McMahon.

about your town so they can blow it up?" Dan said.

Dan is also enthusiastic about the new direction the series has taken. "Tongue-in-cheek post-apocalyptic stories have been done to death in movies and comic books. I'm glad they decided to steer more toward reality."

Of course, not everyone in the series other than Pilgrim will be dead. There will be other characters, protagonists, antagonists, and a supporting cast with whom Pilgrim can interact. He is accompanied on his mission by three robots who revive him once they analyze that the atmosphere contains safe levels of radiation. Their names are **Able**, **Baker** and **Charlie**. Able and Baker are the brute war-robots. They do most of the heavy work and, assist Pilgrim when he encounters resistance. Charlie, on the other hand, is a walking computer used for information assessment. His main role, however, will be one of comic relief.

Pilgrim's mission is to find survivors and reestablish democracy in America. Of course, he will meet opposition along the way. In the first issue, for instance, Pilgrim comes across a Soviet nuclear submarine that has been beached upon the eastern shores. Pilgrim, who is the true American patriot (the reason why he was chosen for this mission), reacts with mixed emotions when he encounters the Soviets: although they are Communists who have already started colonizing American soil, they are the first survivors he has encountered.

A rogue American general will also become a major source of conflict for Pilgrim. His character will be based on a fundamental Christian preacher who has gone underground with his troops out west. He is intent on building a new America based on *his* beliefs, whereas Pilgrim's mission is to re-establish the American dream based on *his* notion of patriotism. Pilgrim, who travels throughout the country by way of a bus, confronts the general whose ideals clash with his preconceived "American ideal." To add more fuel to the fire, this character is an American officer who outranks him.

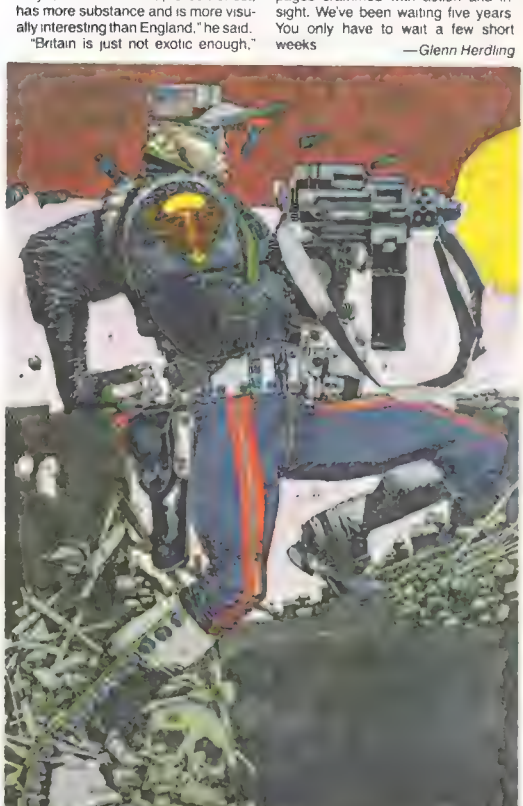
Other insurgents Pilgrim will meet along the way are cannibalistic mutations. Alan assures us, however, that these mutations will be more scientifically feasible than those in other contemporary, post-apocalyptic fiction, based upon research he has conducted with John. And yes, Pilgrim will confront insect mutations as a sort of tongue-in-cheek paradox to the more grimmer reality he experiences, but these creatures will not be played up as much as they had originally intended five years ago.

Now, many of you may be asking yourselves, "Why us? Why did these three Englishmen decide to nuke America instead of their own country?" Alan Grant laughed and replied, "No offense intended, really. It's just that our main audience will be American. We needed a country whose constitution is like our own, yet different enough to make the story believable. America is much larger than England, with a greater scope for people to possibly survive a nuclear holocaust." Neither Alan nor John is a stranger to American comic literature. They both write DETECTIVE COMICS on a regular basis over at our Distinguished Competition. In fact, John was born in the U.S.A. and lived here until he was 12 years old. "America, to be honest, has more substance and is more visually interesting than England," he said.

"Britain is just not exotic enough," added Mike McMahon, "It just doesn't have as many great cities and the like that we can blow up." This is Mike's first project in the United States. He has previously concentrated his efforts for 2000 A.D., in a series called "Slain" in that British publication.

So stop shouting, "The Red Coats are coming!" Put down your arms and pick up THE LAST AMERICAN, on sale bi-monthly at your favorite comic book specialty shop. It will be an ongoing series from Epic and fully rendered in color by Mike McMahon. The series will be printed on high-quality Hudson paper and produced in the same high quality format as MARSHAL LAW. At a cost of only $1.95 every two months, you will receive 32 pages crammed with action and insight. We've been waiting five years. You only have to wait a few short weeks.

—Glenn Herdling



EPIC SPOTLIGHT CONTINUED

THE LIGHT AND DARKNESS WAR™

Twenty years ago, a war in Southeast Asia became the longest one in which the United States had ever participated. A war that many people thought was futile because it cost the lives of over 50,000 U.S. troops. The Vietnam War.

Ten thousand years ago marked the beginning of another war. A "worthy war" between the forces of ultimate good and the forces of pure evil. A war that is still being waged today in another dimension. THE LIGHT AND DARKNESS WAR.

Lazarus Jones, the main character in this new six-issue Limited Series from Epic Comics, is quite familiar with the crucible of war. He lost his legs in Vietnam. He lost his three comrades-in-arms when his Huey gunship helicopter crashed during an assault mission in the middle of the jungle. He lost all hope and identity when he returned to his wife, **Chris**, in America as a disabled veteran bound to a wheelchair for life.

Unbeknownst to Jones, however, his fellow crewmembers had passed over into an afterlife dimension known as the "Light Galaxy" when their gunship crashed—where they live on as warriors in an archaic conflict of vast proportions. "I think it's one of the most interesting fantasy projects we've done in a long time," said **Archie Goodwin**, Epic's editor in chief. "The most fascinating aspect of this storyline is tying the fantasy element in with the reality of the Vietnam War. Using Vietnam fatalities as the central characters makes for a unique twist upon those 'come to our planet and fight our war' fantasies which have flooded the

TM and © 1988 by Tom Veitch and Cam Kennedy.

market. I think the Vietnam aspect gives it more sense of immediacy and sensibility in terms of the characters' motivations." It was for this reason that Archie adopted the proposal for the series from writer **Tom Veitch**.

Tom hasn't worked in the industry for almost 15 years. In the early 70's he wrote mostly underground comics, such as TWO-FISTED ZOMBIES (with his brother, **Rick**), THE LEGION OF CHARLIES (about a crazed platoon of returning Vietnam vets), and DEVIANT SLICE (with the late **Greg Irons**). During his long hiatus, Tom wrote three avant-garde novels for small publishing companies. He also produced a book of poems called DEATH COLLEGE. When he witnessed the current renaissance in mature and literate comics, however, Tom wanted to jump back into the fray. "The great comics by people such as **Frank Miller** and **Alan Moore** drew me back. They really showed me the potential the medium has for development," he said. " I think what Archie is doing with Epic is really the cutting edge of what comics can be."

THE LIGHT AND DARKNESS WAR is a prime example of this "cutting edge". The war takes place in an afterlife dimension that is collectively dreamed into existence by the departed warriors of all times and places, including the four Vietnam vets who are the focus of the series. Calling themselves "the Light Gang", three of them become Special Rangers for the Galactic Command as soon as they pass into the Light Galaxy.

The fourth, however, survived the crash of the helicopter and therefore did not enter the afterlife dimension. Declining into an alcoholic depression for ten years, Lazarus Jones never lost his warrior's heart despite being an amputee. He constantly dreamed of his lost companions, and even of the war they now wage. When his friends called out for him to join them, this only increased his sense of loss and drove him deeper into depression.

A visit to the Vietnam Memorial in Washington, D.C. catalyzes an eruption of all the emotions Laz has pent up inside him, causing him to collapse. Later, however, Jones insists on driving his specially modified automobile back home. On the way, he blacks out and crashes. The injuries he sustains from the crash send him into a coma.

As his wife tends his comatose form at home, Lazarus Jones awakens in the Light Galaxy whole and unharmed. In fact, his legs have been returned to him. There he is reunited with his lost brothers-in-arms: **Jesus Munoz Slaw, Stevie Huff** and **Captain Archibald Engle**. He is also introduced to some unfamiliar characters as well, such as the warrior woman named **Lasha**. Jones immediately falls in love with her, despite the fact that his wife is elsewhere trying to nurse him back to health.

"The wounds received in the helicopter crash were extensive enough that he could no longer comfortably make love to his wife," Tom explained. "So when he awakens *whole* in this new world and sets his eyes upon this beautiful warrior woman, he quite naturally goes a little wild. But part of the mystery of their relationship is that they know each other from *before*, from previous lives spent together fighting the Great War."

Slaw was second gunner on the Huey. Although he appears outwardly devoid of emotion, he is a man driven by a deep sense of fraternal love and a deep hatred of the Darkness. In battle all his pent-up fury against the dark side comes to the fore. "I see Slaw as something of a Ninja type, his rage moving with controlled precision and accuracy." said Tom.

Huff was co-pilot and gunner on the Huey, a man whose visionary "sixth sense" warned him of danger in 'Nam. Unlike the others, Huff was not reincarnated whole. His eyes blown out in death, they were not restored in the Light Galaxy. Instead he was granted a kind of "molecular vision"—the peculiar ability to see everything around him from the inside. This faculty Huff calls his "light eyes"—and from time to time the reader is given a glimpse, via "image captions", of what Huff is seeing.

Arch Engle was the squad leader and commander of the downed gunship. He still feels responsible for the deaths of his men, even though the others forgave him long ago. In the afterlife Engle maintains a fairly strict relationship to authority and responsibility, and this leads to a good deal of inner conflict when he's forced to defy the direct orders of his superiors in the Galactic hierarchy.

Other characters will include actual figures out of Earth's history, such as artist/inventor **Leonardo DaVinci** and engineer/inventor **Nikola Tesla**. Few people realize that in his time Leonardo was a military engineer in the service of the warring Italian city states. In that capacity he designed numerous fortresses and implements of war. Thus, when he died in 1519 he crossed over into the Light Galaxy. There he witnessed highly conscious beings known as **Menteps** perform miraculous feats of levitation and telekinesis. He employed their talents to energize and move massive stone ships based on his original designs. These ships soon grew to number more than 200,000, comprising a Galactic Fleet which can move rapidly across the Galaxy—thanks to the Menteps sealed in their holds. Because of their telepathic powers, the Menteps also function as a means of communication between distant worlds—and ships. Although Leonardo is still alive in the Light Galaxy, he is extremely old, and has retired from active life.

Nikola Tesla, who died in 1943, was an electrical engineer from Yugoslavia who invented the alternating-current-induction motor and the rotating field generator. Virtually the entire industrialized world runs on his inventions. But he was also something of an eccentric who would give demonstrations of millions of volts flowing through his body and man-made lightning storms that could be heard fifteen miles away. It has been said that Tesla was the living prototype of the Hollywood "mad scientist". He single-handedly invented the genre. At the time of his death Tesla was working on a means of extraterrestrial communication. It was also his hope to exteriorize—and record—the mental images that came to him, with great clarity, throughout his long and astonishing career.

In THE LIGHT AND DARKNESS WAR, **Nick Tesla** (the fictional descen-

dent of Nikola) picks up where Nikola left off. He creates a contraption that he dubs the "Tesla Machine", which ends up being the key that unlocks the barrier between Earth and the afterworlds—and permits the forces of Darkness to introduce modern-day weapons into the great conflict. Of course, that is not Nick's intention at all, but events are subtly manipulated by the center of this evil assault—**Lord Na**.

Na is a complete void. He is the pure expression of non-existence itself, wrapped in murderous will and the insatiable desire to consume the essence of the living. Nothing is known about his past, except that "in legend Na's father was a Mentep and his mother was a sorceress from a fallen world," Tom said. "He's meaner than all the villains in the Marvel Universe put together."

Lord Na rapes and strips off the souls of his victims, transforming their bodies into a zombie-like mockery of a sentient being. These creatures become the grotesque "Deadsiders", the warriors of the Outer Darkness.

Such nasty-looking characters are a specialty of **Cam Kennedy**, who will illustrate THE LIGHT AND DARKNESS WAR in beautifully rendered watercolors. Cam is no stranger to war comics, having drawn a World War II series for a small publishing company in his native Scotland. He has also contributed heavily to such British magazines as BATTLE, 2000 A.D., and JUDGE DREDD. Cam is mostly known by his American fans for his recent work on DC's 12-issue mini-series, OUTCASTS.

"Cam is doing a phenomenal job—the best work he's ever done," Tom said. "He's really got it all together. I didn't care for the cartoony aspect of OUTCASTS—although that style of drawing is quite popular in England, I understand. But on LIGHT AND DARKNESS WAR we're going for realism, and when Cam goes for realism, everything clicks. His warriors are outrageous! The detail on the battle gear is beyond my wildest dreams. And when Cam draws a battle scene, your ears start to hurt and you can almost smell the blood."

Because Cam excels at illustrating battles and weaponry, Tom has tried to challenge Cam's abilities by accommodating him with appropriate action sequences. Both Tom and Cam have extensively researched antique weapons and the American armament used during the Vietnam War. Not only will such hardware play an important role in the 'Nam scenes, but in the Light and Darkness scenes as well. And the Tesla Machine will also enable prototypes of advanced weaponry from the Strategic Defense Initiative ("Star Wars") to fall into the hand of Lord Na.

Cam will render all of Lazarus Jones's flashback scenes to Vietnam in what he terms a "burnt sienna wash"—a very beautiful effect. The scenes with Jones and his wife in the "real world" will be treated like standard comic book scenes, with ordinary panel borders and fairly dull color to ..es. However, the scenes within the Light Galaxy will be so explosive that they will need the extra "bleed space" as well as much brighter colors.

Available monthly from Epic Comics at a cost of $1.95, THE LIGHT AND DARKNESS WAR will take six months to relate. But it promises to be six months fraught with excitement, adventure, insight and just plain good science fiction/fantasy drama.

And beyond that? Tom hinted that there is a possibility for a second series based on this one, depending upon the response he and Cam receive. "I keep accumulating more and more information to add to the history of THE LIGHT AND DARKNESS WAR. And I have already dreamed up some mind-boggling things that happen in the future. The concept is big enough for another series because it involves a whole universe. I'd rather not make it an ongoing series, though. I like to deal with stories that lead to definite conclusions." Tom suggested that he would like to see THE LIGHT AND DARKNESS WAR appear in several installments of six or so issues, each installment relating a fairly self-contained story.

Again, these tentative plans all hinge upon one factor—*you*! So pick up the first issue of THE LIGHT AND DARKNESS WAR and tell us what you think. It's on sale next month at your favorite comic book specialty shop. We're already betting that you're going to love it!

—Glenn Herdling

Semper Fi

War is Hell.

It has also been one of the prime sources of drama throughout history. There is something special about war, about the fear and the heroism. Something that delineates and underlines the whole human experience. War is a microcosm of life itself, for war is a cauldron—a cauldron that molds and changes men—for the better, or the worse.

"I wanted to show the way war affects the people who fight," says writer **Michael P. Palladino.** "Combat is not a pleasant thing. It's never pretty, although it is sometimes humorous, and it is often terrifying. I wanted to show how men react to the terror—how some become heroes, some become cowards, and some manage to keep their fear in check, do their jobs, and, eventually, go home. I also wanted to tell the history of the U.S. Marine Corps, from its beginnings as a small shipboard force in 1775, to its current status as a master of amphibious operations worldwide. I figured the best way to do this was by showing that history through the exploits of a single family—a family of professional Marines. A family in which it is traditional for one or two members of each generation to join the Corps."

SEMPER FI is the story of that family, the **Whittiers**, a family that traditionally put themselves "between their loved homes and the war's desolation." (Incidentally, the title SEMPER FI comes from the Marine motto Semper Fidelis, Always Faithful, a phrase that Marines have come to use both as a fighting motto and a reason for their very existence.)

With THE 'NAM, Marvel showed that it was possible to build an audience for war stories, even stories about that most unpopular of all wars, if the stories were about the people who fought the war, rather than about the war itself.

Letters to THE 'NAM invariably talked of giving 'equal time' to the other fighting groups in Vietnam. And, invariably, the loudest and longest letters came from Marines, asking us to tell 'their' side of the story. One of those letters was from one Michael P. Palladino:

"I had read about THE 'NAM before it was published—it sounded great, and I wrote a letter to [former 'NAM editor] **Larry Hama**, telling him how interested I was, and how I would really like to contribute something to THE 'NAM—something about the Marines.

"Larry told me that it was essentially a one-man show, but that he would keep me in mind if something else came up. Some months later, when I returned from a business trip to Nashville, I had a message from Larry asking me to stop by. I did, and over lunch, he told me he had decided to do a book on the Marines—and asked me if I'd be interested in working on it—silly question—anyway, I told him about my idea about doing it from the point of view of a single family, and he said to go ahead!"

Mike is uniquely qualified to write a book about the Marines, having been both a marine and a writer.

"I joined the Corps in 1965, and found myself in cook school. Of course, anything is subject to change in the Corps, and when I reported to Vietnam in Feb. 1967, my MOS (Military Operations Specialty) was changed to 0311—infantry. I was in country for the rest of my year, except for a 'break' when I was wounded. We were in a firefight and I was charging a VC shooting at us. My M-16 kept jamming, but his M-14 worked just fine—I saw the smoke from his shots, and I was knocked down—I thought sure he got me, but afterwards, I only had shrapnel in my neck and shoulder. I don't know if it came from my helmet or a rifle grenade. In any case, I was in SANCTUARY, the Marine hospital ship for 45 days, then it was back to the bush."

"After the Corps, I did some writing, working on a HARDY BOYS novel *(Danger on the Diamond)*, as well as a

couple of 'Choose your own Adventure' books *(Thieves from Space* and *The Haunted Planet)*. Of course, I've also written a Vietnam novel *(Fox Blue Echo)* and a mystery *(Book Value)* which are still looking for a publisher."

Adding realism and verisimilitude to Mike's writing is one of the deans of American comic art—**John Severin**, a man familiar to all Marvel readers as the genius behind the original KULL THE CONQUEROR series, and, more recently, the artist on the Graphic Novel CONAN THE REAVER. John started his career with the famous EC line illustrating classic tales for their TWO-FISTED TALES, FRONTLINE COMBAT, VALOR, and other titles.

John's experience in the military, and long study of military equipment and uniforms make him the perfect artist for SEMPER FI. In fact, his passion for realism is such that he has made a special study to update his knowledge of combat equipment to include Korea, Vietnam, and even the more recent Grenadan and Nicaraguan conflicts.

The back-up features in SEMPER FI are drawn by **Sam Glanzman**—Sam wrote and drew the critically acclaimed SAILOR'S STORY Graphic Novel for Marvel, and is also well-known for his work on the "Destroyer Stevens" stories at DC.

"Sam is really amazing—a totally different style," Mike said. "He does things I have in my head, but never get down on paper—for example, in one of the early stories I have this young Marine who starts off as a callow youth and grows through the story. I can't explain how he does it, but Sam actually *shows* that aging in the kid's face. And I know if I go back to that character, Sam will do more with him as we go along!"

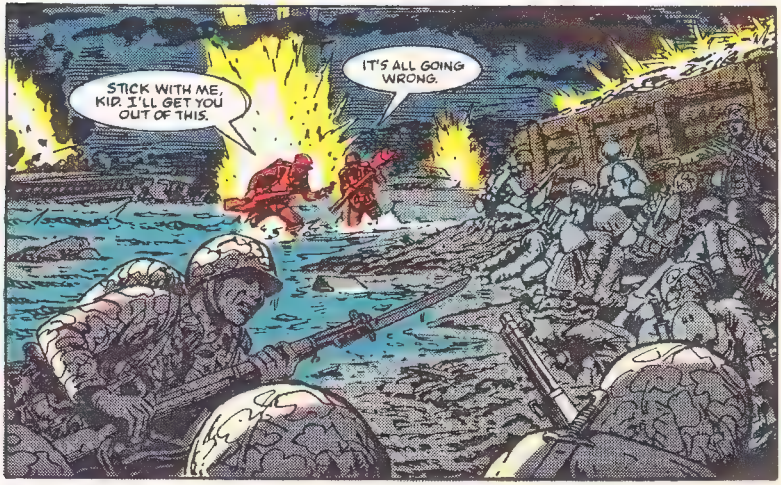
In SEMPER FI we will see the full range of Marine actions in our country's history. Starting with the Vietnam war, and the cauldron of Hue during Tet in 1968, we begin to see the special problems of the Marines throughout history. Traditionally supplied and equipped less lavishly than their "brothers" in the Army, the Marines accomplish their missions through superior training and determination.

"I have one problem that THE 'NAM doesn't have to deal with—I don't have the luxury of developing characters in stories that continue—my stories jump all over time and places. I have to do my development over a range of stories, and, like real life, some stories are never really resolved, some stories don't end."

The recent American incursions in Lebanon, Grenada, and, more recently, Honduras have certainly shown that there is still a need for a group like the Marines, a group that is willing and able to take the attack to any enemy, anywhere in the world, at any time.

The story of the U.S. Marine Corps certainly hasn't ended, and if the success of THE 'NAM and the movies *Platoon* and *Tour of Duty* is any indicator, SEMPER FI should also go on for a good long time.

—Doug Murray



ELVIRA™

In a world where vampires stalk the innocent, where ghouls and monsters walk the earth, and where the howling sound you hear may not be just the neighborhood dog baying at the moon —there lives **Elvira**. Elvira has become as much a part of the horror movie scene as **Bela Lugosi, Boris Karloff, Vincent Price,** and **Lon Chaney.** Situated in the Los Angeles area, she hosts the late-night horror movies on TV, introducing the unwary to such legendary figures as **Dracula,** the **Frankenstein** monster, the **Werewolf** and many, many more. Dressed in her low-cut black gown (hubba hubba), she is a cross between vampire and vamp and has established herself as a cult figure among horror aficionados.

You might be asking yourself, "This is all well and good, but what does it have to do with Marvel Comics?" Well, Elvira is taking the plunge from cult status to superstardom! In production now is a full-blown feature film (from New World Pictures, natch) starring none other than—you guessed it—Elvira! As if that weren't enough to get the multitudes of Elviraphiles' blood

ELVIRA™ and © by ELVIRA MERCHANDISING, INC.

pumping, Marvel will be producing the comic (and we mean comic) adaptation of that same film for your reading pleasure. The adaptation will be presented in a black and white magazine format, similar to that used on SAVAGE SWORD of CONAN, CONAN SAGA, and THE NAM magazine. The resulting package should make a slavering Elvira fan out of the most skeptical soul!

Of course, Marvel has assigned top talent to this prestigious project. **Sid Jacobson,** who pioneered the Star Comics line, will be writing the book based on the screenplay by **Sam Egan, John Paragon,** and **Cassandra Peterson. Ernie Colon,** a colleague of Sid's from his days at Harvey Comics, will be doing the pencils. Ernie's work on the book is, in Sid's words, "absolutely terrific." **Romeo Tanghal** will be providing the inks. This talented combo will ensure that ELVIRA will be well worth the price of admission.

The plot revolves around Elvira's inheritance from a recently-deceased aunt. The bequest of a house comes at a good time. Elvira has just been fired from her job as a horror movie hostess and wants to start fresh by taking her

act to Las Vegas. But doing that takes a lot of money, more than she has on hand. She plans on selling the house and using the proceeds to finance her dream.

Things, however, are not as simple as they seem. Upon her arrival at the house, Elvira discovers that her aunt was a witch and the house is "special" —very special! In fact, along with a cookbook she finds, the house is possessed of considerable mystical energy. While this doesn't mean much to Elvira at first, it means plenty to the bad guys of the story, especially creepy **Uncle Vincent.** Elvira doesn't know what his game is, but she'll find out—and how!

Of course, throughout this adventure, Elvira is... Elvira. From her low-cut dress to her sassy and funny remarks, Elvira remains unique. For those of you not fortunate enough to have had the opportunity to see her hosting her horror movies, you're in for a treat.

Sid Jacobson is very enthusiastic about this project. "It's terrific fun," he told MARVEL AGE MAGAZINE. "It's a funny script and it works well as a comic. It's sexy, humorous and smart."

Sid knows a good thing when he sees it. So should you. So keep an eye peeled (not literally!) for the arrival of ELVIRA on the newsstands. You won't want to miss it

—Sandy Hausler, J.D.

THE MARVEL AGE 1977 PART IV

Last month we regaled you with all of **Spider-Man**'s solo stories in 1977—but we left his MARVEL TEAM-UP exploits till this month, with our spotlight on team books! Well, let the suspense end! 1977 saw some of TEAM-UP's brightest days, as **Bill Mantlo**, **John Byrne**, and **Chris Claremont** turned their considerable talents toward the webslinger! The year began with a two-parter, as **Spidey**, the **Hulk**, and **Woodgod** halted a deadly nerve gas from spreading throughout the southwest. A rocket that was planned to shoot Woodgod into space took Spidey up instead, where he met **Warlock**, the **Stranger**, and the **Gardener**, in a feud over soul-gems! **Daredevil** joined Spider-Man against **Electro** and **Blizzard**, and then the **Black Widow** helped her fellow arachnid oppose the plans of the **Silver Samurai**! On the set of the **Stunt-Master**'s TV show, the **Trapster** struck, bringing down upon him Spidey and the **Ghost Rider**! **Equinox**, the **Thermodynamic Man** was born, nearly killing **Yellowjacket**, and inciting the vengeful fury of the **Wasp**! The **Super Skrull** gave Spidey, the **Human Torch**, and **Ms. Marvel** a run for their money, until he was seemingly obliterated by the very prize he sought, the cavourite crystal! And as the **Steel Serpent** stole **Iron Fist**'s power, Spider-Man teamed with the **Daughters of the Dragon** to save Iron Fist from his direst enemy!

Team-ups were also the bread-and-butter of the **Thing**'s own hangout, MARVEL TWO-IN-ONE. As **Jimmy Carter** was inaugurated president in 1977, he was protected by Ben. **Mr. Fantastic**, and **the Impossible Man**, against the most lethal assassin imaginable: a reconstructed **Deathlok**! The cyborg was resurrected by **Mentallo** and the **Fixer**, despite the best efforts of Ben and **Nick Fury** to the contrary. Other ever-lovin', blue-eyed escapades included the Thing and **Thor** vs. the Egyptian death-god **Seth**; Ben and **Black Goliath** vs. the **Hijacker**; and a mystic odyssey in the company of Iron Fist! The **Sub-Mariner** needed Ben's help against the **Piranha**, and **Nighthawk** and the Thing dealt with a mysterious alien. But the multi-part story of TWO-IN-ONE's year began with the teaming of Ben and **Shang-Chi** against **Hydra**—the super-spies who, it was revealed, now controlled **Spider-Woman**! They sent her against Ben, but the two became allies instead —but in the course of things, **Alicia Masters**, who was Ben's girlfriend back then, had been infected with a strange spider venom—turning her into a monstrous, eight-armed spider-thing! The **Invisible Girl** assisted Ben as they brought his lady love back to normal, and **Modred the Mystic** showed up to assist Spider-Woman in discovering the real truth about her origins!

What about Ben's teammates, the **Fantastic Four**? Beset by the **Frightful Four**, the FF weren't prepared for their newest member: the **Brute**, **Reed Richards** of Counter-Earth! This Reed, who had lost his **Susan** to death, was a villian who defeated our Reed, secretly threw him into the Negative Zone, and replaced our own Reed! While the FF recruited emergency aid from **Tigra**, **Thundra**, and the **Impossible Man**, our Reed was forced to team with **Annihilus** to survive, and to overcome the mad plans of the one-and-only **Mad Thinker**! As the stakes grew higher, Reed's deal with Annihilus allowed him to come back to Earth—but only if Annihilus' cosmic control rod was returned to him! And so the Brute, whose stay on Earth had changed him, agreed to sacrifice himself to the Negative Zone for the sake of Sue and the team! Next

up, the **Len Wein/George Perez** team brought us the **Eliminator, Nick Scratch,** and **Salem's Seven**—mystically oriented foes who were out after Nick's mom, the sorceress **Agatha Harkness**! The FF defeated them as well, but by this time, middle age was thinning Reed's powers away to nothing—and this made the FF easy prey for the duo of **Klaw** and the **Molecule Man**! Possessed by the spirit of the Molecule Man (which lay embedded in his wand), Reed ran amok in the city, until he could be brought to bay! But in the wake of this defeat, feeling like a pawn for villains and a handicap to the team, Reed quit the FF! Fortunately, the FF ANNUAL took place slightly earlier, so that he could be in on the battle between the **Inhumans,** the **Sphinx,** and **Thraxon the Schemer**!

Another super-team had its leader possessed and turned evil in 1977: the **Defenders**! When the **Emissaries of Evil (Rhino, Egghead, Solarr,** and the **Cobalt Man)** captured the Star of Capistan, the mystic energies within that gem took over **Dr. Strange,** turning him into the malevolent **Red Rajah**! As the Rajah, Doc mentally controlled the male Defenders, and all might have been lost were it not for the **Red Guardian, Valkyrie** and **Hellcat**! Next **David Kraft** and **Keith Giffen** took over the creative chores on DEFENDERS wiping out the **Elf** (who had been a mysterious dangling subplot) and bringing back **Scorpio,** creator of the all-new android **Zodiac**! **Moon Knight** and **Wonder Man** were entangled in the proceedings, in which it was revealed that the new Zodiac was financed by money appropriated from **Kyle (Nighthawk) Richmond**! The **Ringer** rang in to battle Nighthawk; **Valkyrie** went back to college; **Lunatick** manuevered in the background; and a major storyline began which took the non-team to Russia! **The Presence,** an enigmatic force born of a nuclear holocaust, took the **Red Guardian** as his bride! Were they now a threat, or a scientific miracle? Whose side would they be on? Back-up tales featuring **Clea** and Nick Fury (not together, mind you) kept DEFENDERS fans doubly entertained.

Earth's mightiest heroes, the **Avengers,** had their usual slate of non-stop excitement in '77, beginning with the climax to the power struggle between **Dr. Doom** and **Attuma**! With the Sub-Mariner battling the Atlantean powerhouse **Tyrak,** and Wonder Man and the **Whizzer** along for the ride, the action came so fast that the assemblers were caught off guard by the next attack—from, of all things, the stone statue of the **Black Knight**! Whoever had mystically animated the statue would remain a mystery. Then Wonder Man battled the **Vision**—Wondy, a.k.a. **Simon Williams,** had just come back to life, and there was grave doubt as to just who *was* Simon Williams! The question was magnified when, just after the debut of **Graviton,** the **Grim Reaper** arrived, to put his "brothers" on trial and determine which was really his kin! **Ultron** returned, driving **Hank Pym** more than a bit crazy, and borrowing **Jan's** brain patterns to activate the robot **Jocasta**—**the Bride of Ultron**! To save the **Beast** from **Typhon, Iron Man** took on the **Champions** and then the **Lethal Legion** was reborn! Consisting of the **Living Laser, Whirlwind,** and the villainous **Power Man,** they were helmed by **Count Nefaria,** whose sinister plans made him nigh unto omnipotent! It took the full fury of Thor and the Vision to drop him in his tracks!

With creators such as George Perez, John Byrne, and **Jim Shooter** behind them, these were some of the Avengers' brightest days! **Jim Starlin** climbed aboard for the AVENGERS ANNUAL, which featured the long-foretold death of **Adam Warlock,** as the Avengers saved the universe from the threat of **Thanos**! Thanos himself died in the tale's astonishing sequel, MARVEL TWO-IN-ONE ANNUAL #2, in which Starlin added Spider-Man and the Thing to the principal players in the final act of his cosmic epic!

John Byrne also supplied art to the Champions in '77, whose newest member, **Darkstar,** defected to America from Russia! Black Goliath was on hand against **Warlord Kaa,** in a tale which also guested **Hawkeye**

and the **Two-Gun Kid**! Galactic menace reared its head with the Stranger's Null-Life Bomb, an out-of-control weapon that would destroy the universe unless Hercules and Darkstar could save it with **Kamo Tharnn's** Runestaff! **Swarm**, the living army of killer bees, presented the Champions' most unusual challenge—and then, in a prequel of sorts to EMPEROR DOOM, Dr. Doom conquered the world! Bored with the triumph his hypno-ray had granted him, he freed one person to stand against him: **Magneto**! Magneto managed to win the Champions to his side, and the battle was joined (and the world freed, by the way) in the pages of SUPER-VILLAIN TEAM-UP!

Doom was just as often the hero as the villain in SUPER-VILLAIN TEAM-UP; certainly he was the world's last chance when he joined with Cap to trounce the **Red Skull**! And **Namor** needed a hand against **Warlord Krang**, as well—but funny thing, as soon as one's back was turned, there was Doom, out to conquer the world again!

Speaking of Cap and Subby, their WWII exploits continued in **Roy Thomas'** THE INVADERS, with the pulse-pounding premiere of their latest teammate, **Spitfire**! The **Golem** assisted against the Nazi threat, and the **Crusaders** were another wartime team that tried—but they were the unwitting pawns of an Axis plot to kill the King of England! **Biljo White**, a comic book artist (named after one of the earliest, most influential comic book fans), was the object of an Invaders' rescue attempt—but while Biljo was safe, the team themselves fell victim to **Master Man** and his new super-soldier consort, **Warrior Woman**! The **Mighty Destroyer** put in a nostalgic appearance to help Cap free the other Invaders from **Hitler's** thrall; when the Destroyer was revealed as **Brian Falsworth**, he put on the **Union Jack** colors and teamed with his pal, **Dyna-Mite**, for the thrill-packed climax! **Toro**, the original Human Torch's sidekick, was shot and wounded in the escape, which occasioned a Torch-oriented flashback to his duel with the **Asbestos Lady**, and the year wrapped up with the Egyptian peril of the **Scarlet Scarab**! The INVADERS ANNUAL, meanwhile, provided the flip side to the now-classic AVENGERS #71, as Cap, Subby, and the Torch battled a time-lost Yellowjacket, Vision, and **Black Panther**!

The ETERNALS, under the steady guidance of **Jack Kirby**, learned more of the **Celestials' Fourth Host**, which was to judge Earth and find it worthy of life or destruction! **Kro** and **Thena** explored **Brother Tode's Deviant** empire, meeting **Karkas** and **the Reject**! **Zuras** summoned the **Uni-Mind** for the first time in centuries to deal with the danger of the Celestials! **Sprite** encountered **the Forgotten One**, the lost Eternal who was taken into the ship of **the One Above All**, leader of the Celestials! A cosmic-powered Hulk robot gave **Ikaris** a run for his money, and he and **Sersi** joined to best **Dromedan, the Thing in the Big City Crypt**. As sinister **Druig** tortured Ikaris for his secret weapon, the ETERNALS ANNUAL presented Thena, Kro, Karkas, and Reject against a group of killers from out of time!

The most history-making supergroup of the era was, however, the uncanny X-MEN! In '77 they continued the Claremont/Cockrum exploits which have been re-presented monthly in CLASSIC X-MEN! **Juggernaut** and **Black Tom** met defeat; the team had their first run-in with Magneto; and in the super-powered face-off of the year, **Phoenix** singlehandedly took on **Firelord**! "Dark Shroud of the Past," a Claremont/**Bob Brown** fill-in which hasn't yet been seen in CLASSIC X-MEN followed, and then it was on with the cosmic wonderment, as Claremont and Cockrum introduced the **Starjammers**—interstellar swashbuckers whose members included **Cyclops'** own father—and the **Imperial Guard**, the—shall we say?—legion of **Shi'ar** warriors who unwittingly stood between the **X-MEN** and the destruction of the universe! In the senses-shattering climax, Phoenix drew on her power as never before to save us all from annihilation—and to introduce new X-Men artist supreme, John Byrne! (But you knew that, didn't you?)

Next month: we write the finis to 1977, as **Dracula** fathers a son, **Howard the Duck** runs for President, and Dr. Doom makes one of his most unexpected appearances ever! Till then, face front! Nuff said! Excelsior! And all those other catch-phrases back atcha! —*Brian Nelson*

MARVEL COMICS PRICE GUIDE

Suppose you're not satisfied with CLASSIC X-MEN, and you want to read some of these stories in the original issues? And suppose you don't want to wait for CLASSIC INVADERS, CLASSIC ETERNALS, or CLASSIC SUPER-VILLAIN TEAM-UP? Here's what you can expect to pay for these various back issues at your local comics specialty shop. Our source is the recently released **Robert Overstreet's** THE COMIC BOOK PRICE GUIDE #18. But remember this is only a guide. Actual prices may vary, and should be lower for copies in fair or poor condition.

	CONDITION		
	Good	Fine	Mint
■ **AVENGERS**			
155–163	.40	1.15	2.30
164–166 (**Byrne** art)	.70	2.10	4.20
ANNUAL 7 (**Starlin**, **Warlock** dies)	1.05	3.15	6.30
■ **CHAMPIONS**			
10		.50	1.00
11–15 (Byrne art)	.50	1.50	3.00
16		.30	.60
■ **DEFENDERS**			
43–46		50	1.00
47–51 (**Giffen**; **Moon Knight**)	.25	75	1.50
52–54		.50	1.00
■ **ETERNALS**			
7–18, **ANNUAL 1**		.25	.50
■**FANTASTIC FOUR**			
178–180	.25	.80	1.60
181–189		.60	1 20
ANNUAL 12 (g.a. **Inhumans**)	.25	80	1.60
■**INVADERS**			
12–23		.25	50
ANNUAL 1		.35	.70
■**MARVEL TEAM-UP**			
53 (**Hulk**/**Woodgod**/Byrne art; **X-Men**cameo)	1.20	3.50	7.00
54, 55, 59, 60 (Byrne art)	70	2.00	4.00
56–58		.50	1.00
61–64 (Byrne art)	.45	1.25	2.50
■**MARVEL TWO-IN-ONE**			
23–34	.25	.70	1.40
ANNUAL 2 (Starlin; **Thanos** dies)	1 25	3.75	7.50
■**SUPER-VILLAIN TEAM-UP**			
10–14		.30	.60
103–107	3.00	9.00	18.00
108 (1st Byrne)	5 35	16.00	32.00

NATURAL SELECTION

Send your letters to: MARVEL AGE MAGAZINE, c/o Marvel Entertainment Group, 387 Park Avenue South, New York, NY 10016

Considering the High Evolutionary's atavistic antics this Summer in our various annuals, we thought this month's title would be particularly appropriate. And so did Tom Cunningham of Winlock, WA, who suggested it. Thanks a lot, Tom! You know, we like your title so much, it almost makes us want to stop picking fleas out of each other's fur and get back to work! Charles Darwin would be proud.

Anyway, before we get to this month's natural selection of letters, we also want to remind everyone out there that we need a brand new title for this column every single month. So get those highly evolved brains of yours to work and send in a title or two! If we use one of your ideas, we'll even print your name right here. Sure beats being a single-celled protoplasmic organism, doesn't it?

Dear Marvel,

I have three questions that I would really like to know the answers to:

1) One day, I was in a comic book store and I came upon some back issues of THE SUB-MARINER. Being an **Avengers** fan, I became interested in this comic. I bought SUB-MARINER #9, dating back to January,1968. Now to get to the point: Is the **Sub-Mariner** going to have his own comic again?

2) How come good comics get canceled?

3)Why are some words in speech balloons in bold type?

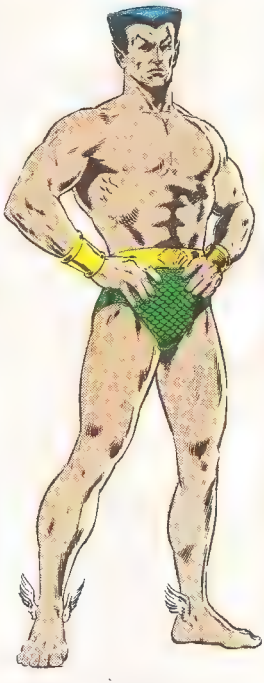
Well, in the great words of your average Canadian: Eh!

Eric Mang
The Great White North

And an "eh" right back at you, Eric, you old hoser, you!

Now then, as for your questions:

1) Wouldja believe that in the years since the Sub-Mariner debuted back in 1939, he's had no less than three comics series and a Limited Series of his own? And that's not counting his regular features in MARVEL MYSTERY COMICS, TALES TO ASTONISH, and more series than you can shake a flounder at!



And on top of all that, if you hurry, you should still be able to find a copy of the first issue of Namor's latest Limited Series! Not only does it provide a look back at the 49-year history of everybody's favorite amphibian, but it also uncovers a slew of never-before-revealed secrets about the Crown Prince of Atlantis. Imperius Rex!

2) Well, we're sorry to say that it's just the nature of the beast, Eric. Lots of our favorite series have been canceled over the years, too, so we know exactly how you feel.

But before you give up all hope of seeing your favorite characters again, you might want to check out MARVEL COMICS PRESENTS. Anyone in the Marvel Universe is fair game for an appearance in the biweekly series, and there are plenty of people around here who have soft spots for old canceled comics characters. In fact, there are already plans in the works for stories starring Killraven, Deathlok, the Eternals, and a whole bunch of other folks who haven't been seen for awhile. Your favorite characters may not be as far gone as you think!

3) Those words are in *bold* type for the same reason that words are put in *italics* in text, Eric — for *emphasis*. When a character says something *important*, he or she wants to make sure whoever's *listening* pays extra special *attention*, so he/she adds some *stress* and says it *LOUD!*

Ahem. Of course, we're much too refined to say anything too loudly, ourselves.

Dear Marvel,

Magneto, Magneto, Magneto,

Gee, D.S.W., are you trying to tell us something?

You'll be happy to know that there are some pretty big things in store for the Master of Magnetism. We can't tell you what they are, but we can tell you that they'll be happening not only in the pages of THE NEW MUTANTS, but also in our other mutant titles, too! It's all a part of our multi-part cross-title Inferno saga. So consider yourself warned!

Oh, and by the way, D.S.W., we're sorry we had to edit your letter down a bit to fit into this space. You know, we have a nagging feeling we cut out the most important "Magneto," too!

Dear MARVEL AGE MAGAZINE,

My friends and I were doing a bit of research in OFFICIAL HANDBOOK TO THE MARVEL UNIVERSE DELUXE EDITION. When we looked up the Hulk, we noticed he was 1040 pounds. Then we looked up the Blob and he was only 510 pounds. Then we thumbed through some comics starring Blob, and the folks at Marvel seemed to have always drawn the Blob absolutely huge compared to everybody excluding the Hulk!

Do we deserve a No-Prize? If we do, here's our cover-up for you guys: We figured the Blob joined Weight Watchers for that issue, then gained it all back! How's that for a cover-up?

Stephen May
1859 48th St. NE
Calgary, Alta.
T1Y 2V3
Canada

Jason & Andrew Chapman
88 Rundelfeild Clothes N.E.
Calgary, Alta.
T1Y 2W2
Canada

To tell you the truth, guys, those weights weren't really a goof at all! The Hulk may not be the same size as the Blob, but we'd bet he's a lot denser. That would mean he'd weigh a lot more than the Blob, even if he emptied out all his pockets first!

But even so, you made a noble effort! In commemoration of your weight watching above and beyond the call of duty, two high-fiber, low-calorie No-Prizes are winging their way to your doors! Don't eat them all in one place.

There's that tell-tale yellow again. That can only mean one thing!

No, not that we have to brush our teeth. It means it's time for our lilting LETTER OF THE MONTH! Every month, we pick a letter (or on rare occasions, two letters) that raises an issue of particular interest to Marveldom at large and print it against a background that's the same color as Iron Man's second suit of armor!

This month sets the stage for one of those rare occasions when we pick more than one Letter of the Month. We've been getting a number of letters on the following topic, so we thought we'd print a couple of them:

Dear Marvel,

I know I may not be such a great collector, but I'm wondering: I have 400 comics and I love Marvel but I want to know if this is enough comics considering I've been collecting for two and a half years.

Darwin V. Browne
278 Jane St.
Toronto, Ontario
Canada

Dear MARVEL AGE MAGAZINE,

This may sound stupid, but how would you define being a comics collector? I mean, you have people who buy comics and then trade them or sell them. Someone might buy a comic and just because someone else bought it. Others buy the comic and then care more about the condition than what's inside. Everybody at one time or another has bought a comic just because the cover really stands out. Then there's the people who buy a particular title every once in awhile. Last but not least is the old fashioned way, to buy a comic just for the thrill and excitement of reading the story. This is kind of a different subject to write about. But I, though if you wouldn't answer my question, who would?

Doug Kline
4834 Kempair Dr.
Dale City, VA 22193

Who indeed, Doug?

We've been getting a good deal of mail recently that starts out something like, "I know I only have 20,000 comics, but . . . " Hey, folks, you should never feel as though you have to apologize for the size of your comics collection! If you've ever bought a comic book or if you've even read a friend's copy, we're grateful and we love ya for it.

Y'know, we can't help feeling that a lot of the anxiety we've been seeing is the result of the kind of labeling MARVEL AGE MAGAZINE Editor Jim Salicrup's been fighting against in his recent Salicrup's Sections. Please, please, *please*, don't judge your comics collection by its size. Judge it by how much you enjoy it.

Okay?

Dear MARVEL AGE MAGAZINE,

Once upon a time, there was a penciler named **Art Adams**. He was a good penciler and everyone liked the way he drew. Then, one day, he was assigned to draw the second LONGSHOT Limited Series, and no one ever saw him again.

The end.

Shelby Dietz
El Toro, CA

Well, Shelby, you'll be pleased to know that your little fairy tale does indeed have a happy ending. Because that talented young penciler has not only penciled this year's X-MEN ANNUAL, he's also hard at work on the LONGSHOT unlimited series. And you'll be seeing the fruit of his labors sometime over the coming year, when LONGSHOT hits the stands all over the country!

Written and drawn by the original LONGSHOT Limited Series team of Ann Nocenti and Art Adams, LONGSHOT features the ever-lucky X-Man face-to-face with that malevolent Lord of the Underworld, Mephisto. And it'll also feature just about the whole blamed Marvel Universe to boot!

So hang in there, Shelby! The series may be a while in coming, but we're pretty sure you'll think it's worth the wait!

Dear MARVEL AGE MAGAZINE,

MARVEL AGE MAGAZINE is good as it is right now, but I have a suggestion which might appeal to you. Dragon Magazine has a short section in which they give character statistics for the Marvel Super Hero role-playing game. Why not have a similar section in MARVEL AGE MAGAZINE? Now, this section doesn't have to contain actual Marvel characters, but instead could use characters sent in by people who play the game. This would be an interesting feature and would be a good source of characters for the game.

I hope you consider this idea.

Jeff Wilson
2661 Cripple Creek Dr.
St. Louis, MO 63129

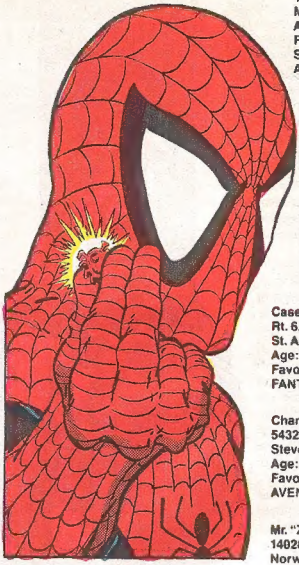
Hmmm . . . Not a bad idea, Jeff. What with all the regular features that currently appear in MARVEL AGE MAGAZINE, we're not sure that we could squeeze in a column like you suggest. But there might at least be room for an article or two on the Marvel Super Heroes role-playing games in an upcoming issue.

What do the rest of you think of Jeff's idea? Would you like to see articles about the Marvel Super Heroes role-playing games and other products related to our characters? Write in and let us know.

And speaking of writing . . .

MARVEL CORRESPONDENTS

Want to be popular, in touch with what's going on around the world, a regular B.M.O.C. (Big Man on Comics)? Then why not dash off a quick missive to one or two of our Marvel Correspondents? Yes, Marvel Correspondents — those friendly folks from all over the globe who are looking for new friends to exchange notes, letters, and linen 3-D picture postcards with! And if you want to write to more than just one or two . . . well, we won't tell.



Incidentally, if you'd like to be listed in this space yourself, simply send your name, address, age, and the titles of your three favorite Marvel series to Marvel Correspondents at the address atop this page.

And now, without any further ado, here's this month's batch of Marvel Correspondents:

Eric Stevens
1575 E 174th St.
Bronx, NY 10472
Age: 16
Favorites: HULK, THE AMAZING SPIDER-MAN, X-MEN

Ronnie Rife
c/o Averett College Box 164
Danville, VA 24541
Age: 20
Favorites: CAPTAIN AMERICA, AVENGERS, STRIKEFORCE: MORITURI

Matt Albright
7824 W. Plainsview Dr.
Franklin, WI 53132
Age: 13
Favorites: THE AMAZING SPIDER-MAN, X-MEN, X-FACTOR

Jason Peterson
1488 Frost Ave.
Maplewood, MN 55109
Age: 14
Favorites: WEB OF SPIDER-MAN, SPECTACULAR SPIDER-MAN, AMAZING SPIDER-MAN

Paul Silvi
146 Court St.
Mansfield, MA 02048
Age: 18
Favorites: IRON MAN, X-MEN, AVENGERS

Kwame J. DeRoche'
221 Linden Blvd.
Brooklyn, NY 11226
Age: 13
Favorites: AVENGERS, FANTASTIC FOUR, POWER PACK

Casey S. Westerman
Rt. 6, Box HE 57
St. Anne, IL 60964
Age: 12
Favorites: THE NEW MUTANTS, FANTASTIC FOUR, POWER PACK

Charlie Hartman
5432 S. Roosevelt Rd.
Stevensville, MI 49127
Age: 14
Favorites: G.I. JOE, TRANSFORMERS, AVENGERS

Mr. "Z" Brubaker
14028 Fiallon Ave.
Norwalk, CA 90650
Age: 30
Favorites: SPIDER-MAN, X-MEN, POWER PACK

Stephen Griffith
241 W. Irvin Ave.
State College, PA 16801
Age: 12
Favorites: WEST COAST AVENGERS, X-MEN, FANTASTIC FOUR

ANSWERS TO MARVEL TRIVIA QUIZ

1. C	5. A	9. A	13. B	17. C
2. B	6. C	10. B	14. C	18. A
3. A	7. C	11. C	15. B	19. C
4. B	8. B	12. C	16. B	20. C

THE 'NAM

#24

From MARVEL COMICS.

On sale by July 30.

THE EVOLUTIONARY WAR™

ANNUAL #8

ANNUAL #17

TM & © 1988 Marvel Entertainment Group, Inc. All rights reserved.

ON SALE THIS MONTH FROM MARVEL!